



# SEGA

# SATURN

**SEGA**

**No.1 FOR SATURN**

ISSUE 30 £2.95  
APRIL 1998



**EXCLUSIVE**

**World League Soccer '98**

**X-Men vs Street Fighter**

# ASS KICKER!

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## hello sir!



It's funny how while the world is predicting armageddon for the Saturn, we're still managing to bang out some pretty pukka issues of SEGA SATURN MAGAZINE crammed to the max with hardcore games! We've even had a whole new bunch of third party releases this issue too... which all goes to show that no way are things as bad as the pessimists would have you believe. What's more, with titles like Gun Griffon 2, Castlevania, Resident Evil 2, Vampire Saviour and Treasure's astounding looking Radiant Silvergun en route to Saturndom, it's clear that the system is still going strong. Of course, the advent of a new machine is super-exciting and SSM will be covering the developments as only we can, but in the meantime, there's tons to look forward to. Yeah!

Rich Leadbetter, Editor

## starring (in order of appearance)...

### MATT YEO Deputy Editor

Amateur-Jedi Matt is attempting to harness the power of 'the Force' to make everyday life easier. He recently went on holiday to practice his skills in private and strangely enough, he did indeed return more powerful than we could possibly have imagined. What Matt doesn't realise however, is that Richard is actually his long-lost father!

**Pop fact:** Matthew's surname is actually pronounced 'Yaboo' - remember that when phoning the office



### LEE NUTTER Senior Writer

Initially only able to utter the words "Drink, Jack" and "Gah" when he started on SSM, mad-cap Lee has now mastered more complex phrases like "Graphical Tour De Force" and "Awesome Graphical Capabilities". At

this startling rate of evolution, Lee will soon be able to toilet and bathe himself. Hopefully

**Pop fact:** In his spare time, Lee plays the drums for thrash metal tribute band 'Mutilated Corpse'

### GARY CUTLACK Staff Writer

Sally, videogames are illegal on Gary's home planet, so the poor little alien boy is forced to assume human form to indulge in his passion for Sega games here on Earth. On the plus side, Gary avoids the hassle and expense of commuting to work by simply teleporting directly to his desk, from the safety of planet Teflon, his natural home.

**Pop fact:** Gary's hobbies include cattle mutilation, abducting people in their sleep and long-distance space travel



### JASON McEVoy Art Editor

Jason views the world through a unique and ever-changing kaleidoscope of many colours. He travels to work on a pink home-made bicycle, avoiding traffic jams by pedalling extra-hard to soar into the sky and fly above the heads of bewildered commuters! If he concentrates really hard, he can make himself invisible!

**Pop fact:** Jason wears a technicolour dreamcoat to work every day - but only he can see it!

### NICK PATERSON Deputy Art Editor

If there is such a thing as re-incarnation, we all want to come back as Nick. If he fell off the roof of a tall building, the jumbo jet would no doubt land in the back of a foam-rubber transport truck on a non-stop delivery trip to Barbados. Or maybe he'd glide safely to the ground by inflating his ludicrously flared trousers in the prevailing winds.

**Pop fact:** Nick likes hardcore American Hip-Hop music - Salt 'n' Peppa, Vanilla Ice and MC Hammer are among his favourites



## CURIOSITY CORNER...

We thought you might appreciate an insight into these strange worlds we all live in, so we're proud to present this unique (well, copied from CVG) new-style editorial section. There's a bit of zoom left over in this corner, so we'll fill it as best as possible...

### TOP TEN ANNOYANCES

- 1 The incompetence of others
- 2 Radio 1 DJ Clare Wrensen's "bulging package"
- 3 The Lighthouse/Shedhouse Family
- 4 Leaving things on trains
- 5 Worrying about World War III
- 6 Cover CD hassles
- 7 Office too cold
- 8 Office too hot
- 9 Chamba "bloody" wumba
- 10 The mysterious smell of urine in the office

### SOMETHING FOR THE GIRLS!

No 1. This lovely picture of a bunny rabbit. We've had a fair few complaints from our "new man" readership, who seem to think that the magazine is becoming a little bit too sexist these days. Well, just for our grrly fans, we've created this little corner of the magazine to give you all something to enjoy. Here's a lovely picture of a bunny rabbit. Ahhh!

### SATURN MAG PLAYLIST

- 1 Burning Rangers
  - 2 Water Heat
  - 3 DeathMatch: Quake
  - 4 House of the Dead
  - 5 Laughing at Lee
- Note: Panther RPG would be in there if Rich wasn't hogging the only copy.





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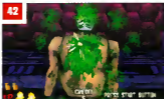
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 Only the open staff and their families are permitted to enter any Sega Saturn magazine competition. The editor's decision is final and no correspondence will be entered into. Keep up a fuss and we'll keep the stuff ourselves.

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Burning Rangers: most spend it indeed. Yes sir!

## Features

**36 Chill**  
 Silicon Dreams' snowboarding effort is analysed in marvellous detail as only SSM can! Oh yes.

**42 House of the Dead**  
 A near-complete version is in our hands. Is it a top blast of epic proportions or just plain rot?

**50 Burning Rangers**  
 Some 'Team are back with a game that screams 'buy me'. Burning Rangers kicks ass on a grand scale!



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# Panzer Dragoon Saga

Page 62

Not merely a "game", this is a work of art!



It's a Panzer game with astonishing graphics quality and more. This game is not really ready yet. Since it only we in Japan... (laughs) at 40% completion.

# World League Soccer '98

**Exclusive!**

SWWS is finally surpassed with this world class effort! It'll have you "dribbling"!



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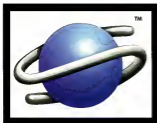
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# X-Men vs Street Fighter

**Incredible!**

The best arcade conversion in the world ever!





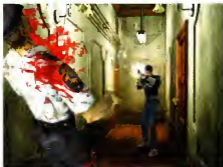
# NEWS

## Sequel Shocker

# It's Coming: Resident Evil 2!

**EXCLUSIVE!**

PlayStation horror hit to appear on Saturn ■ Visuals enhanced with 4MB cart? ■ Exclusive Saturn features to be included ■ Summer release planned for Japan ■ Possible UK release?



Resident Evil 2 is the monster follow-up to Capcom's original... and now it's coming to Saturn!

## System Update

# New Details Emerge!

IT IS SAID THAT A MONTH IS A LONG time in the videogames business and this is certainly the case with regard to the new Sega system. The most concrete information on a launch this issue came from Sega of America chief Bernie Stolar who revealed a September 1999 release date and an initial catalogue of 30-35 games, with a total of 40 released in the first three months.

Two games hinted at in the last issue can also be confirmed. An all-new Sonic game is now deep in development at Sega of Japan with the Sonic Team themselves at the helm. Additionally we can also confirm that Appaloosa (who

used to be known as Novotrade) are producing Ecco the Dolphin, an exclusively revealed in the last issue.

Perhaps the most exciting development is the news that Sega of Japan are licensing technology for the new machine to arcade developers, with the first fruits of their labours due in arcades during the summer. This means cheap arcade development and production costs and an easy route for publishers to bring their coin-ops to the home system in an arcade-perfect style. Expect Capcom to be the major user of this stunning hardware. Excited yet? You should be... oh, yes, you should be

IT'S OFFICIAL! IN A MOVE THAT'S bound to annoy plenty of smug PlayStation owners, Capcom have announced that their classic horror sequel, Resident Evil 2, WILL be released on Saturn this summer. As one of the strongest third party Saturn developers, Capcom have blown players away with such stunning coin-op conversions as Marvel Super Heroes and X-Men vs Street Fighter.

But Resident Evil 2 is truly in a league of its own. What's more, the Saturn game could well be enhanced using the 4MB RAM cart increasing the number of rooms and locations in the game as well as allowing for more creatures on screen at once.

There was always some doubt whether the original Resident Evil would be released on Saturn, with talk of Sony exclusivity deals



Will the 4MB cart be used for RE2?



and rumours of Capcom abandoning Sega's machine, yet the game did appear and was a huge success. Obviously this latest news can only be a good thing for Saturn owners the world over, as the PlayStation sequel is already doing phenomenal business in both the US and Japan. Capcom recently revealed details of Saturn Resident Evil 2 on their website, hinting at exclusive new features (Battle Mode anyone!) and an early summer '98 release.

We'll bring you more tantalising Resident Evil 2 news and exclusive first-look pictures in the next issue of SEGA SATURN MAGAZINE! Scary, huh?



Expect more characters, more weapons...



...and more gore in Resident Evil 2!

## New Game

**Vampire Savior revealed!**

**PAGE 08**

## Disc Update

**Lobotomy demo: the sad saga continues**

**PAGE 09**

## Reader Offer

**Get your hands on cool joypads!**

**PAGE 10**

## New Game

**King of Fighters '97: Awesome!**

**PAGE 10**

## Arcade Show

# AOU Show '98

Coin-op developers unveil impressive '98 arcade line-ups ■ Street Fighter EX 2: World Exclusive!  
■ Sequels galore ■ Strong Sega showing ■ Metal Slug 2: Game of the show!



THE AOU AMUSEMENT EXPO '98 was held from February 18th-19th at one of Tokyo's largest exhibition centres, the Makuhari Messe. As the second biggest arcade show in the world, the AOU is a good indication of which coin-ops will be appearing in Japanese arcades during the early spring months.

This year saw few real surprises with all the big name games having been announced at the IAMMA Show and playable versions seen at the ATEI Show. Overall our impression of this

**At a show dominated by 3D beat 'em up clones, SNK's Metal Slug 2 was an undeniable hit!**



SNK's Battle Toxat is a decent follow-up to Fighting Wo-Sha, but there's a distinct lack of incentive in the gameplay department.



year's show was one of too many sequels and pale imitations. Here's a general overview of what we saw on display.

## SEGA

Fighting Vipers 2 and Virtual On 2 were both big hits for Sega, but the all-round playability of Sega Rally 2 made us underable. Virtual On 2 looked absolutely awesome with even more Virtuaroads now in place. Fighting Vipers 2 was certainly impressive and drew large crowds.

## NAMCO

Two of the biggest games of the show were Ehrgeiz and Time Crisis 2. Surprisingly Namco were giving much more space to Square's game than their own, but this could be because they feel Ehrgeiz needs more promotion.

## KONAMI

After all the hype of their new Cobra board, but the lack of any really decent games, Konami seem to have returned to their older hardware for their current line up. However, the only three titles worth mentioning are the 3D beat 'em up Battle Toxat, the sci-fi explanatory Skies High and light gun blaster Teraburst.

## SNK

It's The Newcomers, the sequel to Real Bout, was an instant hit with fans of the



series. In addition, SNK proudly displayed what many felt was the game of the show - Metal Slug 2. Huge crowds gathered around the stand to take a look at one of the greatest sprite-based games they'd ever seen. The designers' humour was clearly evident in every aspect of the game's visuals and six sprawling levels offered all sorts of challenges to those players wishing to give this game a blast.

## CAPCOM

Most of Capcom's stand was given over



to their Star Gladiator sequel, Plasma Sword. Nearly every machine at the booth featured the company's impressive 3D beat 'em up, but fighting fans were more eager to get a glimpse of Street Fighter EX 2. The sequel to last year's System 22 beat 'em up extravaganza now features old favourites such as Blanka and Balrog as well as a few new fighting faces.

We'll take an in-depth look at the AOU Show in next issue's Coin-Operated!



## New Game

# Vampire Savior Fangs for the Memory!



Q-See is one of four frightening new fighters.



The 4MB cart makes these visuals possible.



FOLLOWING THE phenomenal world-wide success of X-Men vs. Street Fighters, Capcom are gearing up for their next monster release. Set for a Japanese launch on April 16, Vampire Savior is the gothic 2D beat-'em-up extravaganza arcade fans have been gagging for. The third in the hit Darkstalkers series, Vampire Savior features 18 playable horror characters from previous games plus the addition of newcomers Jedah, Q-See, Lilith and Baby Bonnie Hood. Thanks to the inclusion of a 4MB cart, the game boasts all the awesome hand-

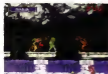
drawn animation of the con-op with no slowdown. On the gameplay front Vampire Savior mixes classic Street Fighter style combat with some cool innovations of its own such as life regeneration, single round bouts and Devil Force custom combos. The Saturn game promises a host of new features and, if we're lucky, a few hidden characters. If Capcom manage to pack in all the animation and action of the con-op, they'll have a winner. Expect plenty of Vampire Savior coverage over the next few months so prepare yourself.



Can you walk until April 16? We can't!

## New Game

# Dracula X



Play as Dracula and other nightstalkers.

THINGS HAVE BEEN A LITTLE QUIET on the Konami front of late, but that's all set to change in early April! After nearly two years of work, and a hit PlayStation version under their belt, Konami are now ready to unleash Dracula X on Saturn! Since its 16-bit days, the Castlevania series has become renowned for its quality gameplay, stunning 2D sprites and



Fans of Castlevania can expect more of the same 2D sprite-based action as the 16-bit games.

spooky atmosphere. The Saturn game continues the legacy by delivering an improved version of the PlayStation game, although Konami are keen to stress that there are now extra levels, monsters and characters to discover

There's also the possibility of additional play modes. We're big fans of Castlevania here at SSM and are looking forward to Konami's forthcoming high-fest with garlic-bated breath! Expect a first look at Dracula X next issue!



## News In Brief



THIS MONTH'S full moon has brought many sightings of the elusive Nutter around the office. A legendary wear-beast known for its incredibly hairy hide and alcohol consumption abilities, the Nutter usually hunts by night, searching for old pizza crusts and beer dregs. First glimpsed nearly 20 years ago, this creature was seen by inhabitants of Stoddon ('Dop it north') where its horrendous stench and ban-rum mugging habits spoiled the town's now annual 'Nutter Hunts' taking up residence in the aptly named suburb of London known as 'Nutting'. The Nutter has recently begun a reign of furry fear, usually on paydays and Fridays, where its quaffing of ale and sniffing of crates has earned it the scorn of its work colleagues. We desperately need to track this abomination down and are looking for any reader sightings of the Nutter if you spot his hairy ass drop us a line and you could win a mystery prize. Remember the Nuts is out there!

House of the Dead 2? It's certainly looking likely as AMI has always expressed an interest in returning to their hit horror creation. With the Saturn version of House of the Dead now nearing completion, AMI are rumoured to be toying with the idea of an arcade sequel! These were many features that the team were unable to include in the original game and the Saturn version, ideas that may be included in a possible Model 3 outing. Sega's new system looks likely to receive The Last World as its first light gun game, but The House of the Dead 2 should follow soon after.

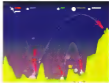
Hudsonsoft were more surprised than most when Saturn Bomberman Fight! became a runaway import hit. The company's latest explosive outing has been a big seller since its January release, impressing many Saturn owners with its frantic four-player fun and over-the-top action. Fans of the long-running series will be glad to learn that Hudsonsoft are even now putting the finishing touches to a sequel, Saturn Bomberman War! With a release set for April, we'll bring you a first look next issue.

## Disc Update

# CD Lobotomised

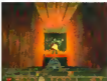


THE LOBOTOMY CD debacle continues apace - you remember, that awesome three demo CD with the complete version of the greatest multi-player game on the Saturn. DeathTank! Not only have Sega not got permission from id for the Quake demo (as revealed last issue) they aren't got permission from 3D Realms for the Duke demo either! Not one to be put off by bureaucratic red tape the Master stepped in to sort out this



**We want you to play this game... honest!**

alrighty cock-up. A couple of emails later, Zach managed to get the appropriate consent from the CEO and President of id and 3D Realms respectively. But now, apparently, we need to get permission from GT Interactive as well! It's all quite pathetic really but 55M is determined to get those demos and the full DeathTank into your homes by hook or by crook, sooner or later. We're as frustrated as you folk, but we can finally see a light at the end of the tunnel. In the meantime, we're sorting out alternative CDs including the new Sega Flash 2.



**Expect the Lobotomy disc sometime soon...**

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# OUT NOW

Wow, a whopping TWO titles released this month on Saturn. Hey, are Sega spoiling you guys or what? Oh well, at least one of 'em's worth buying...

## Game of the Month

### Winter Heat

By Sega 94%

One of the oldest videogame genres has been revived in '98 with Sega's top-class arcade conversion of Winter Heat. The game is mostly a traditional high-speed button-basher, but with the added bonus of a winter setting. It's all incredibly playable, especially with the four-player mode and the extra three Saturn-only events, and the hi-res graphics are all beautifully animated and super smooth. The characters themselves are particularly impressive and the swift-moving events really push the Saturn to the



limit. Sega's half-hearted PAL conversion is the only slight disappointment, but for anyone who's a fan of Athlete Kings or simply looking for a decent slice of thrills 'n' spills, Winter Heat's a damn good game. Well worth buying.



With 12 cool events, Winter Heat is awesome.



The Saturn game includes a four-player mode.

## Shame of the Month

### NHL '98

By EA 64%

What would happen if Mars bars started to taste of bleach or if those lovely chocolate Hob Nob biscuits began to smell of stale urine? We would stop buying them, that's what. So why do people keep buying EA's increasingly stinky NHL, NBA and FIFA badged games? NHL '98 is particularly disturbing even by EA's recent standards, as the majority of the gameplay and style has been lost during the translation to the Saturn. As we all know ice hockey is a fast-moving end-to-end game of thrills and excitement, but the rather peppy graphics, low detail and poor frame



rate make this Saturn game pretty tough to play and even worse to look at. A few fights pop-up occasionally for variety, but the hockey part of the game is pretty dull. It's a shame that EA are leaving the Saturn on such a low note, with FIFA '98 and now NHL '98 showing how 'highly' they rate the Saturn market.



You're better off buying Sega's NHL 97K, Sob.



EA's effort is truly awful. Stay away you fool!

## Reader Offer

### Infrared Joypads

THIS MONTH WE'RE GIVING YOU the opportunity to buy Sega Saturn Infrared Control Pads direct from Sega. For the bargain basement price of just £44.99 (inc p+p) you will receive two official Sega Saturn Infrared Control pads featuring rapid-fire function and a range of up to five meters! To get your mitts on these nifty gadgets, simply fill out the coupon below and enclose a cheque or postal order made out to Sega Europe Ltd. to I.R. Pad Offer, Sega Europe Ltd, Sales Department, 366-270 Gunnersbury Avenue, London W4 5QB. Sega Saturn Infrared Control Pads are also available at GAME Ltd. For details of your nearest Game store ring (0203) 974 1555 for information.

# GAME

Offer ends 1st May 1998. Allow 28 days for delivery. Only available while stocks last. Offer applies to UK and Northern Ireland only. Batteries not included. Do not send cash.



"Hey, these joypads REALLY work, y'know!"



SEGA SATURN  
INFRARED CONTROL PAD

Name: \_\_\_\_\_

Address: \_\_\_\_\_

Postcode: \_\_\_\_\_

Tel: \_\_\_\_\_

Signed: \_\_\_\_\_

**"Please send me a set of Sega Saturn Infrared Control Pads. I enclose a cheque/postal order for £44.99 made out to Sega Europe Ltd."**

## Compo Winners

ALRIGHT ALREADY! WE KNOW WE bring our loyal readers stunning competitions and shower them with awe-some prizes galore, but you folk are getting a bit anxious about whether you've won anything. Fear not, for this month we've finally waded through a mountain of your compo entries and we're printing the last few issues' winners right here. Now before you start pestering us with endless phone calls in an effort to find out where your goodies are, we'll send out the stuff ASAP.

### WELL-STACKED

Elmsey, you lot really are filthy bugger! We've never had such a positive response to a competition before, but our Joanne Guest/GVC Elmescs giveaway really got you worked up. We actually got a bunch of sailors in to judge the winning entries, but it was all too much for them. Blagging themselves a copy of Tetris Plus are Marcus Goodfellow from Sheffield who magically rhymed "Guest" with "Breast", George Budge from Hatfield and his "cheese nightmare", Hayden Scott-Bazon from Chesire who name-dropped our editor and the lovely Susie Braceo from



"Oh, you lot are a bunch of filthy latches... but I still love you!" Joanne Guest

Birmingham whose Saturn Mag orgy poems kept us laughing for weeks. But the first prize winners is... (drum roll) The enigmatic "Simon" from London who was sad enough to send in a whopping 31 limericks! We were going to print a few of his entries here, but the words "court" and "injunction" sprang to mind.

### BITE MRI

Congratulations go out to Robert Owen from Ingletan, as he's managed to blag himself an exclusive signed and framed Lost World arcade poster from Mr Shinichi Ogasawara and his AMG crew!

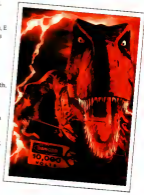


### FIVE KNUCKLE SHUFFLE

Street cred goes right out the window as we announce the lucky winners of those god-awful Sonic and Knuckles jackets. Hey, why not embarrass your mates by wearing it down the pub? Sling it on when you meet your new girlfriend's parents for the first time! Don't say we didn't warn you lot.

F.Caldwell from Stranraer, J Bengtson from Ervasham, C Caldwell from Stranraer, Plogers from Longfield, S Roberts from Anerley, J Sharke from Longcroft, A Williams from Dorset, C Mitchell from Brūkanhead, I Harbour from Leicester, D Pegg from Birmingham, R Morris from Warral, S Whittle from Clitheroe, T Smith from Enfield, S Goodson from Sheffield, S Tambajon from Haarlem, M Radmilson from Amersham, E Harris from London, C Watkins from Oldham, C Preston from Rowley Regis, D Murray from Lutterpool, R Simpson from Tenbury Wells, J Mason from London, C Huskisson from Devon, J Wright from Bridgport, J Gent from Rossendale, M Sharma from Skelmersdale, M Talley from Chepstow, L Collins from Hawart, S Mason from Abingdon, H Judwal from Boston, H Scott from Chesire, M Potts from Bamsley, D Hilton from Bolton, C Kollason from Newbold, Vedor, M Wilson from Crays, C Henson from Chislehurst, T Harrison from N Devon, M

Buzland from Weston-Super-Mare, C Hill from Ruishton, M page from Hull, A Archer from Dart Ham, A Breves from Sutton in Ash, A Fosyth from Shotts, C Rice from ST Albans, S Butler from Sutton in Ashfield, M Daley from Warrington, R Philips from Duzham, T Duke from London, C Shacey from Earlbourne, R Hunter from Calderwood, R Thompson from Colchester, K Allen from Plymouth, R Kirkland from Clydebank, A Foster from Southend-on-sea, J Rogers from Essex, A Redfern from Causter, C Tang from Nonington, D Stott from Blackpool, M Hutchinson from Beverley and D Parish from Bridgewater.



## HMV CHARTS

Week Ending 20 February 1998



Send us your top ten titles and you could win a free Saturn game! Post your choices to READER CHARTS, SEGA SATURN MAGAZINE, 37-39 MILL HARBOR, ISLE OF DOGS, LONDON E14 5TZ. We give away exclusive silver CD games to those who win! This month's winner is Steve Moulton from Sydhams, Hants.

HMV CHARTS		READER CHARTS		SEGA PARK CHARTS	
1	Steep Slope Sliders	1	Resident Evil	1	Top Skater
2	Marvel Super Heroes	2	Sega Rally	2	House of the Dead
3	FFA '98: Road to World Cup	3	Virtua Cop 2	3	The Lost World: Jurassic Park
4	Resident Evil	4	Virtua Fighter 2	4	Marvel Super Heroes vs Street Fighter
5	Winter Heat	5	Parzer Dragon 2	5	Street Fighter III
6	NBA Live '98	6	Steep Slope Sliders	6	La Mans 24
7	Sonic R	7	Sonic R	7	Virtua Fighter 3
8	Quake	8	Baku Baku Animal	8	Motor Raid
9	Lost World: Jurassic Park	9	Worldwide Soccer '98	9	Sega Rally
10	Last Bronx	10	Tomb Raider	10	Mortal Kombat 4

## New Game

# King of Fighters '97



ATTENTION SNK FANS! START SAVING those pennies right now as the incredible King of Fighters '97 is coming to Saturn this month! Fresh from an amazingly popular run at arcades around the world, KOF '97 continues the tradition of SNK's 2D beat 'em ups by delivering a truly bone-crunching sequel. For the uninitiated, the King of Fighters series combines characters from other SNK titles for some top tag team action. The game employs the now familiar 3MB cart, ensuring super smooth animation and next-to-



no slowdowns during rounds.

KOF '97 offers players a selection of 27 combatants all of whom possess standard martial arts moves plus devastating projectile attacks. Teams are made up of either three set fighters or players can mix-and-match their own warriors. Most of the characters from KOF '96 return for this year's sequel with new faces including Billy Kane (KOF '95, Fatal Fury), Blue Mary (Fatal Fury), Ryoji Yamazaki (Fatal Fury), Shunpo (Ryo's student), Kyo (KOF '94 version), and Boos Crocha.

General opinion amongst fans rates King of Fighters '97 as the best title in the

The game is compatible with the 3MB cart, adding super-smooth sprites to detailed backdrops.

series as it takes the greatest characters from previous games and hones them to perfection. With the success of both King of Fighters '95 and '96 on Saturn, it's a safe bet that this year's offering will easily surpass its predecessors. We'll take an in-depth look at this cool coin op conversion next month and for more SNK-related news, check out this issue's AOU Show coverage.



## New Peripheral

# UN Weapons Inspectors

FORGET IRAQ, THE BIGGEST ILLEGAL arms-cache is right here in the USA office, as top gadget manufacturers JoyTech Europe have sent us some of their Real Arcade Light Guns. These babies are fully compatible with the Saturn and feature a novel feedback device which generates recoil every time the weapon is fired!

The gun itself is pretty big and chunky and the build quality is just as good as Sega's own-brand Virtus Gun. There's also a programmable auto-reload feature which saves players



valuable shooting time.

The weapon is compatible with the PlayStation and even comes with a foot pedal attachment for playing Namco's Time Crisis! Not much use to Saturn owners that part, but the rest of the package is certainly solid and accurate enough.

The Real Arcade Light Gun costs £44.99, which may seem a little bit pricey but for any readers who also own a PlayStation (shame on you!) it's a damn good package. For more information give JoyTech a call on (0)1525 854000.

# NEXT MONTH

We'll be reviewing House of the Dead, Z, Atari Classics... plus we'll also be kicking ass in the guide department with Grandia, Croc and Panzer Dragoon Saga! It's gonna be another ball-bouncingly ace issue of the mag! Of that there is NO doubt!



SEGA SATURN MAGAZINE,  
MAY 1998 ISSUE OUT APRIL 15th

## New Game

# They're Breeding!



SUITABLY BIZARRE NEWS from Japan this month as Tamagotchi Park arrives in the office. Initial confusion

gave way to the delights of parenthood, as we started our genetic breeding experiments. The game plays identically to its miniature plastic predecessor, only there's now more of everything—more food, more games to play and even competitors against other Tamagotchis!

Players have the option to raise up to six of the little buggers, keeping an



eye on their health via simple charts. Tamagotchi Park also comes bundled with a peak memory card so it's possible for loving parents to save their progress and raise generations of virtual pets!



Dear Newsperson,

As a huge fan of Lee Nutter, I look forward to my copy of SEGA SATURN MAGAZINE with bated breath. His hilarious wit, twisted outlook on life and excessive body hair make my month complete. To keep him off the streets and away from a life of crime, please reserve me a copy NOW!

NAME \_\_\_\_\_  
ADDRESS \_\_\_\_\_

THE BITMAP BROTHERS



**Z - THE FAST AND FRANTIC ACTION STRATEGY GAME. ENTER A HAIR-RAISING RACE FOR TERRITORY AND RESOURCES, AS YOU ATTEMPT TO CRUSH YOUR OPPONENT BEFORE HE OVERPOWERS YOU.**

**AVAILABLE SOON  
FOR SEGA SATURN**



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COMING SOON 



# WLS '98

WORLD LEAGUE SOCCER

This month, SEGA SATURN MAGAZINE presents an exclusive feature on the game Sega themselves are touting as a potential WorldWide Soccer beater - the awesome World League Soccer '98! LEE NUTTER reports.

Ready yourself for the best  
football title to grace the  
Saturn to date!



**A** right! You know the deal. Third party Saturn developers are dropping like a teenager's testicles. We've seen the last of Electronic Arts, Acclaim and Goemlin. Hell, even long time Sega supporters Core are in bed with Sony, damn them. But what we're left with is an albeit select number of third party developers committed to getting the most out of Sega's 32-bit hardware. Take the talented multi-format developers Silicon Dreams for example. Rather than churning out a half-arsed port of their forthcoming World League Soccer '98, their uncompromising Saturn programmer has lovingly crafted arguably the finest football sim on the Saturn to date. With crisp high-resolution visuals and rampantly playable football action, it's no wonder Sega Europe have signed it as part of their awesome summer line-up. But don't just take my word for it, check out the cool demo on the front of next month's issue and judge for yourself. I guarantee it'll blow you away.

With the hi-res visuals and rampantly playable football action, it's no wonder Sega Europe have signed WLS '98 as part of their summer line-up.



▲ Using the Saturn's hi-res display, the visuals have a far crisper look than those of other football titles.



▲ There's an impressive range of motion-captured moves to learn.



▲ The excellent action replay feature allows you to re-run those precious moments of glory from a spectacular range of camera angles.



▲ We're not exaggerating when we say that WLS '98 could well be a winner!



COMING SOON



### A GAME OF TWO HALVES

So why are we enthusing so much about World League Soccer '98? Because even in its current 85% complete form, it blows away the pathetically weak competition from the more established brands. That's why! Silicon Dreams are doing things with the Saturn that even Sega's own programmers have been unable to achieve with two WorldWide games. Take the astonishing visuals for example. Running at a super-smooth 25 frames per second, each of the players, pitches and stadia are portrayed in crisp high-resolution, making the Saturn rendition virtually indistinguishable from the PC version. This really is quite a long forward for a Saturn sports sim, making Sega's own WorldWide games look as rough as a bear's arse in comparison. It's that good.

However, it's the meticulous attention to detail which sets

We're not exaggerating when we say that WLS '98 could well be a WorldWide-buster!



Whilst there's **little doubt** that World League Soccer **will become the best looking Saturn footie game**, the **gameplay is no slouch either**.



▲ The screen shots look pretty cool, but you can't appreciate how awesome WLS is until you see it in motion.

World League Soccer '98 apart from other footie games. A great deal of time and resources have been spent on perfecting the player animation, with Spurs' Les Ferdinand being drafted in to provide the real-life footage at Silicon Dreams' in-house motion-capture studio. The result is very impressive indeed, with every flick, trap and shot looking incredibly refined and believable. Further highlights include rippling nets as a goal is scored, puddles forming on the pitch from heavy rain, snow melting on the turf and a crowd which actually reacts to the footie action. Pretty cool, eh?



### MORE THAN JUST A GAME

Whilst there's little doubt in our minds that World League Soccer '98 will become the finest looking sports sim to grace the Saturn to date, it's clear the gameplay is no slouch either. This shouldn't really come as too much of a surprise considering Silicon Dreams' football heritage, with such respected games as Fever Pitch and Olympic Soccer already to their credit. As such, World League Soccer '98 is one of the most rampantly playable footie sims we've played in ages. This is largely due to the sheer speed and fluidity of the action, coupled with the superb game logic. Each of the players moves and reacts intuitively to each others' movements, adapting to whatever situation may arise in a life-like manner. Be it a sudden break or goal mouth scramble, it all serves to heighten the feeling of realism. This is made even more enjoyable by the versatile array of moves available to the players - back heels, lobs, headers and crosses - meaning that there's a decent learning curve to master before being competent enough to take on the power-house teams of Brazil and Italy.



▲ All the top international teams are currently being programmed in.





The **speed and fluidity** of the action makes World League Soccer '98 **one of the most** **fan-panting, playable** football sims to date.

**...AND THERE'S MORE**

But what makes or breaks a football sim these days are the gameplay variations, options and reams of statistics, of which World League Soccer '98 has plenty. There are a staggering 185 authentically replicated domestic and international teams to choose from, replete with their corresponding home and away strips. Choose from a massive 13 Premiership stadia, in addition to seven international stadia too. Not to mention a cool team edit feature, allowing players to customise teams and strips to suit their own requirements. Of course, it goes without saying that there's a full glut of panoramic camera angles to choose from, allowing you to



view the match from just about anywhere in the stadium. Premiership fans can also rest assured that the finished version of the game will feature the most up-to-date team and player listings. So there are no worries there then. And we're happy to report that Silicon Dreams have signed Football Italia's Peter Brackley to provide the in-game commentary, whilst football veteran Ray Wilkins provides some excellent post-match analysis. Cool.

**NEXT MONTH**

There's no respite in our World League Soccer '98 coverage next issue, as we're expecting a finished PAL version of the game to arrive in our office any day now. A full-on review is guaranteed to appear in the very next issue of SEGA SATURN MAGAZINE!



▲ Less flares, rippling sails, variable weather, animated crowds and rotating advertisements are just some of the cool effects in WLS '98.



▲ The 'sapper AI' is some of the toughest experienced in a soccer game.



▲ Expect top commentary from Peter Brackley and Ray Wilkins in the finished product!



▲ Expect all the Premiership team and player listings in the final version.



▲ Sega Europe have a May release planned, which means we'll have had loads more coverage next issue!



## WORLD LEAGUE SOCCER '98 INTERVIEWED SSM SPEAKS TO THE BRAINS BEHIND THE BALLS!



**SSM** Can you tell us what part you've played in the development of World League Soccer '98?

**Robert Palfreman - Project Director**

Most of the design and development issues were taken care of by the team themselves. I've mostly been responsible for research, scheduling, and other external issues. As you can imagine, with a product on the scale of WLS '98 compiling all the data and research is a huge task.



**SSM** What products have you worked on in the past?

**RP** Having been in the games industry for six years, I've worked on more products than I care to remember! These range from Flashback to Star Wars, but mainly I've worked on sports titles.

Files are about to release WLS '98 just in time for the World Cup. Cool.

**SSM** When did work on WLS '98 begin?

**RP** Initial research and design work started in late '95, but the real development started in '96.

**SSM** How many people have been involved in the development of WLS '98?

**RP** We're currently running a team of 20 staff on WLS '98 including coders, artists, animators, testers and researchers.

**SSM** Can you tell us the origin of World League Soccer '98? What were the main objectives with the game?

**RP** With Olympic Soccer and Soccer '97 (developed by the same team) both receiving critical acclaim, we felt we could push football games even further. WLS '98 is the result of a highly skilled and talented team, keen to write the best looking and most playable football game available.

The project has been in development now for years - literally.



**SSM** Were you at all influenced by Sega's own WorldWide Soccer games?

**RP** We looked at all the current soccer games and chose what we felt to be the best features from each. Most importantly though, we designed WLS'98 in a way that we felt would make the most enjoyable and fun game.

"We looked at all the current soccer games and chose what we felt to be the best features from each."



▲ Don't let the gruesome photos put you off. World League Soccer '98 is actually a top game.



**SSM** How have you tried to make WLS stand out as a unique soccer game?

**RP** We feel that the graphical quality and the overall quality of WLS '98 are enough to make the game unique.

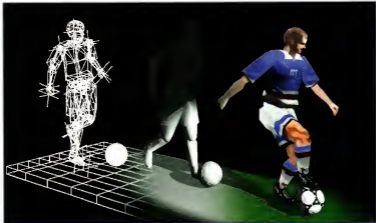
**Glies Park - Saturn Progression**

The scope of play on offer in WLS '98 is greater than that in WWWS. There's also a far greater range of passes, shots, kicks and headers available. Passing can take the form of simple taps to players feet, instant one touch passing or you can even pass to a dummy player and keep control of the player who originally kicked the ball. This level of control is extended to all aspects of the game. Aftertouch, the forgotten football gameplay trump card, has also made a comeback in the game. It's not been overstated so as to make the game unrealistic, but balanced properly, to give the player total control over shots, volleys and chips.

Play is also more open as the ball can be more freely kicked into space rather than always having to land at a players feet. The AI is also more realistic. The AI changes tactics as the game progresses, depending on the type of game and how well they are performing. For example, they may switch to a more defensive formation if



▲ Urghh... I mean erm... top blokes. We really. Top blokes.



Graphically, the players are better defined in WLS '98 due to the Saturn's higher resolution. The pitch is also more hi-res, looking less pixilated than that in WWS.

they're two goals up and in the last 10 minutes. The goalkeepers are also the most intelligent in any football game. They're constantly analysing the game and calculating exactly the best positions to stand and when to dive.

Tactically, WLS '98 is also more flexible. There are no set formations in the game, the player is able to create their own, right down to individual player positioning. There are also separate formations definable for attacking and defending enabling you to create a multitude of playing tactics.

Graphically, the players are better defined in WLS '98 due to the Saturn's higher resolution. The pitch is also more hi-res, looking less pixilated than that in WWS. Crowds animate, advertising boards rotate, corner flags flap and the floodlights and sun create lens flares. The goal nets also ripple beautifully when a goal is scored. The sound FX and crowd chants also offer more variety giving the play a better atmosphere.

**SSM To what lengths have the team gone to ensure the player AI is just right?**

GP A lot of play testing has been carried out by people who are football fanatics. The AI is structured so that easier teams can be beaten with simple passing games, but to beat the harder teams, more invention must be used, both tactically and in play.

**SSM How was the realistic animation of the players achieved?**

GP All animations were motion captured using Les Ferdinand and an Oxford professional. Silicon Dreams has its own motion capture studio, enabling us to take as many captures as needed until we got the animations just right.

**SSM Did Silicon Dreams encounter any problems signing top names for the commentary and post-match analysis?**

GP No, Peter Brackley and Ray Wilkins were only too pleased when they saw the quality of the product.

**SSM What was the most difficult aspect of the game to implement?**

GP Everything. It's on such a large scale, that bringing everything together into one coherent package proved very difficult. Technically, probably the commentary system and hi-res front end were the hardest parts to implement.

**SSM Which aspect of the game are you particularly proud of?**

GP The overall look and feel of the game. Soundwise, it's also spot-on.

**SSM The game engine is clearly excellent. Are there any plans to put it to further use? World League Soccer '99 perhaps?**

GP Maybe WLS '99 or WLS2000 will come to a Sega machine, but not necessarily the Saturn.

**SSM Have you any messages for the loyal SEGA SATURN MAGAZINE readership?**

GP WLS '98 is going to be a superb game for a superb machine. A lot of the gameplay was initially written on the Saturn and then ported to other machines, so in my opinion it could arguably be the best version of the lot. You all better go out and buy yourselves a copy or three if you want a sequel. Especially as I've just spent the last 24 months of my life writing it!

▲ All the animation was motion-captured using Les Ferdinand at Silicon Dreams' in-house studio.

▼ Looks pretty cool, eh? Expect a full-on review in the next issue of SSM!



▼ A sequel on a future Sega machine? Hmm... Sounds intriguing.

BY	GT INTERACTIVE	
RELEASE	TBA	PLAYERS
HARDWARE	PRICE	CTBA
N/A	STYLE	STRATEGY

**Great game, crap title. That was the popular view when the PC version was released a couple of years ago and now it looks as though the Bitmap Brothers' Z will enjoy similar success on the Saturn.**



**A** The graphics are more functional than attractive, but the cool FMV bits more than make up for this.



**A** Look forward to some enormous battles in the final campaign.



**A** Destroy the enemy base camp to complete the mission.

# Z

**D**espite being one of the most plagiarised game concepts ever (second only to the corridor shoot 'em up), it's no secret that we have more than a small penchant for these real-time war sims. Both Command & Conquer and the recent Warcraft II rated highly in our Christmas Top 50 feature, thriving on their simple yet utterly absorbing gameplay. So no one was happier than SSM, when a conversion of the classic Bitmap Brothers' Z dropped into our laps this week. Not just because Z is widely regarded as one of the finest examples of the war sim genre, but also because it's encouraging to preview a game that's definitely coming out in the UK!

The basic concept of Z doesn't stray too far from the established Command & Conquer formula - amass



a sizable army of troops, jeeps and ground assault vehicles before advancing into the enemy camp and destroying their base of operations. It sounds simple enough, but is in fact quite a lengthy process which requires a great deal of forward planning, prioritising of tasks and ruthless strategies.

You see, each of the huge environments are split into various territories of which you control half. As Commander, your task is to oversee military skirmishes into enemy territories, ensuring sufficient troops and firepower have been manufactured to overwhelm the equally determined enemy. Once the territory flag is captured, the vehicles and weapon-making facilities therein are commandeered, bolstering your swelling military presence. Pretty soon you'll have accumulated sufficient resources to churn out a formidable army.

**Z is deceptively simple to get to grips with and offers a thoroughly absorbing challenge!**

**GRAPHICS MAKEH NOT A GOOD GAME**

Let's face it, Z's graphics are hardly state-of-the-art. Each of the sprites are detailed and well-animated, but a bit crap by current 32-bit standards. That's fine, because the extra CD storage space has been put to good use in the form of some cool rendered snippets. Therein, your Commander lets rip with a vicious onslaught of insults if your mission is a failure, or congratulates you if the mission is a success. They look absolutely stunning and add a great deal of humour to the game, though there's no getting away from the fact that Z looks like a Megadrive game.





**SIMILAR BUT DIFFERENT**

Whilst Z remains faithful to the Command & Conquer formula, there are several noticeable differences to distinguish it from the Westwood Studios' classic. The whole game is geared to running at a faster lick of speed than C&C, with none of the unnecessary distractions offered by the latter. For starters, the smallest denominator in which troops can be moved is three, as opposed to moving individual soldiers. Similarly, there's none of that "harvesting tibermans" nonsense to worry about, allowing players to get straight to work on amassing a sizable military force capable of destroying the enemy camp. Also of note is the fact that the entire map may be accessed from the outset, meaning there's no need to waste time exploring the surrounding environment before each area is revealed. This speeds things along a great deal, making the game far more appealing to newcomers than similar titles in the genre.



capable of destroying the enemy base of operations and thus completing the mission.


This may sound quite complex, but the truth is that Z is deceptively simple to get to grips with. Commanding a single jeep or manipulating an entire battalion couldn't be easier, thanks to the familiar point and click interface. This is made even more straightforward by the excellent artificial intelligence, meaning that your troops will actually think for themselves when you're not on hand to command them,

running or retaliating where appropriate. The CPU forces are no slouch either, with even the earlier missions taking literally hours to successfully complete.

It's a good job too, because as with other examples of the genre which have graced the Saturn of late, Z is sorely lacking some two-player action, which was always the most fun part anyway. I find it difficult to accept that a link-up or a split-screen two-player mode would have been that difficult to implement, especially considering the simplicity of the visuals. Damn them.

Gripe aside, we're really looking forward to receiving a finished version of Z. Yeah, the graphics may be basic, but the involving gameplay and sheer thrill of committing mass genocide may just be enough to win us over. Find out for sure in the next issue of SEGA SATURN MAGAZINE.



BY	GT INTERACTIVE		
RELEASE	APRIL	PLAYERS	
HARDWARE	PRICE	TBA	
N/A	STYLE	RETRO	



▲ **Geetped:** Space Invaders in the garden, kind of.

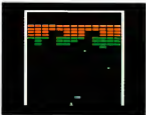


▲ **Missile Command:** a true "warrior's game". Oh, yes.

**Another top-notch retro pack hits Saturn!**  
**And it's getting an official release!**

#### SUPER BREAKOUT

This arcade-perfect rendition of Breakout is simple fare - just bounce the ball into the bricks and bat it back up until they've all been taken out. Unlike the superior Atari VCS version, the ball only takes out a single brick when you hit it, even if you ricochet through a hole and into a confined space, hoping to remove several. Not the greatest.



Reports of the death of the Saturn's third party support are exaggerated it would seem... this issue we have three such games waiting in the wings and this retro collection is one of them!

# Atari Greatest Hits

**I**f you're a PC owner on the Internet you might be aware of the "emulation" scene. Basically, computers are so powerful these days, you can program them to exactly imitate bygone technology and run actual game code from the early days on today's machines! There's everything from Space Invaders emulators to programs allowing you to play the likes of Street Fighter 2 and Strider. Hell, there's even a Spectrum emulator for the Yaxoxe PlayStation that you can run on the PC with a PlayStation emulator (I'm not making that up).

Still, the Saturn's no slouch in the CPU horsepower department and getting back to the original point of this piece, Atan have now finished the emulation software for some of their old

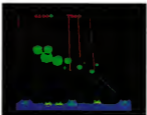
games - so now you can play the likes of Asteroids and Missile Command in arcade-perfect-o-vision on your Saturn! Remember, these are no mere "conversions" - it's the actual coin-op code running on the Saturn. Cool eh? Who knows, one day we might be running Scud Race emulators on our Sega Omnipotent Nega Scores (or whatever the future home technology will be called).

Now you might think that five crusty old games being sold for between 35 and 40 might well be a bit of a con. Particularly as PC owners can download them for nothing on the net. Well, there are three advantages that this package has. Firstly, you won't need the PC. Secondly, it's not illegal (as downloading copyrighted arcade code from the net is), but most significantly, there are some goodies added to the package that should really appeal to retro junkies.

Presented in not-bad-really-FMV-a-vision, the package includes interviews with the original Atari programmers behind these seminal masterpieces, along with backlog loads of other minutia, like cabinet photographs, artwork and the like. It all combines to

#### MISSILE COMMAND

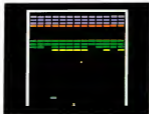
Without a doubt the single greatest game to emerge from early Atari, Missile Command remains a true warrior's game. Use three bases with limited missiles to blast explode incoming nuclear warheads. The emulation is perfect, although the joy-pad isn't a patch on the old arcade trackball. Still brilliant though!



#### ASTEROIDS

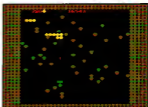
One of the classic vector graphics videogames of the early eighties, this is very simple stuff indeed. You can rotate your ship left and right, thrust forward, shoot and teleport. The aim is simply to clear the screen of Asteroids by blasting them into smaller pieces until there's nothing left. The old bug of exploding for no reason after teleporting remains in effect!





### CENTIPEDE

Imagine Space Invaders moved away from its cosmic arena and into, er, a garden populated with mushrooms and spiders and that pretty much sums up Centipede. Be sure to blast the eponymous centipede into pieces but remember that if you don't catch the end you'll just split the beast in two!



### BATTLEZONE

One of the first first-person perspective blasters, you're a tank commander, right, and you need to blow up all the other tanks and alien flying saucers that come your way. Excellent vector graphics for the time, but it has to be said that this game's playability hasn't quite survived in the same way as Missile Command...



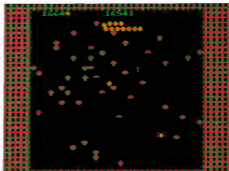
make a fully rounded and most palatable retro package. True, it's not in the same realms of professional presentation as Sonic Jam or the Namco Museum on the PlayStation, but look, it's all part of the package and not bad if it is either. Perhaps the interviewees might go on a bit about the most bizarre things (like dispelling the rumour that you can drive right up to the erupting volcano in Battlezone), but for older

games it's quite interesting. Apart from the volcano thing obviously.

And the best thing? Unlike the aborted Williams Arcade Greatest Hits, this Atari collection is actually going to get an official release. Not bad eh? Well, we shall indeed be "reviewing" this package in the very next edition of SEGA SATURN MAGAZINE. Now you can't say fairer than that can you? No sir.

#### Atari's Top Five REAL Greatest Hits

1. Gauntlet
2. APB
3. Paperboy
4. Roadblasters
5. Missile Command



▲ This is already a part of Tempest 2000. This is slightly more authentic though.

▲ Take out the ends of the centipede or else you create two smaller monsters!

BY	SEGA		
RELEASE	IMPORT	PLAYERS	
HARDWARE	PRICE	IMPORT	1
	STYLE	RACING	

**Sega Ages might well be a thing of the past for us European Saturn owners, but the Japanese like their retro and the brand continues in the Land of the Rising Sun. All hail AM2's mighty Power Drift!**

# Power Drift



▲ Even the very tracks are layered, outergig sprit!



▲ The rollercoaster style courses make for some pretty unique racing - imagine a Model 2 version!



▲ You drive over those suspended legs later on.

**P**ower Drift is a game that has big history for me (Rich). Many were the days that I'd disappear down the Southern seaford to have a go on this classic AM2 racer in all its hydraulic chair glory. Designed by the all-powerful Yu Suzuki, Power Drift took Street Racer style buggies and let them burn some rubber on the most amazing rollercoaster style courses you'd ever seen (back in 1988).

Perhaps the best thing about Power Drift though was the sensational soundtrack. Mr Suzuki was well keen on getting the best possible music into his coinops at that time, and that resulted in some stunning music heard on the likes of OutRun, Super Hang-On and Afterburner. Power Drift continued that fine tradition with awesome tunes pounding out from the massive headache inducing speakers built into the cabinet.

But it was the concept of Power Drift that was cool at the time, and is still rather excellent today. You see, the tracks in the game were so implausible, you'd never get to drive (let alone race) on these courses! Literally, they were more like rollercoasters! Just imagine this sort of imagination going into a game powered by today's Model 3 technology.



▲ Twenty five courses offers plenty of variety.



And of course, the other cool aspect of Power Drift was the playability. This is Yu Suzuki at his finest before he got all obsessed with realistic racing. So throw any conceptions you might have about racing these buggies out of the window. Power Drift is played for speed and fun. It's that simple and it's a great ride while it lasts. Not only that, there are 25 courses in the game. True, they're quite small and compact, but again these were the days before Virtua Racing, when AM2 did more than



**Time-warp back a decade and experience Yu Suzuki's Super Sprite Scaling racer!**

## OVERVIEW!

Despite the fact that the course is made out of 3D sprites, each race begins with a panoramic 3D spinaround of the track you're about to race on. Back in 1988, this looked amazingly cool as the view swept around before zooming in your car. However, in these days of 1,000,000 lighted, textured polygons a second, it's looking a bit crap. Still, the graphics work fairly well in-game, despite their 3D nature. And after all, this is a retro title after all - hardly the state-of-the-art arcade friggery we're experiencing these days. Still, takes you back eh?







**Five Uncool Crap Racer Names From Power Drift**

1. Keith
2. Eric
3. Emily
4. Jeronimo(!)
5. Stroganoph(!)

**MUSIC, MAESTRO, PLEASE!**

The Power Drift soundtrack is a celebrated one, and recently benefited from a re-release in Japan, labelled with the omnipotent Yu Suzuki moniker - other game tunes from the same man are also on the way. Perhaps this explains why the original soundtrack is absent from the Sega Ages version, replaced by some god-awful tone-deaf rendition which sounds as though it was produced with a Stylaphonel! However, the version we had wasn't complete, so maybe (please!) we'll get the original tunes as well. Here's hoping... the game's naked without it! We'll let you know in the next issue.



▲ "It's a great model, it goes like a bomb. And the car's not bad either! Come on, let's go burn some rubber!"

three or four tracks per racing game.

So how does the Power Drift conversion stand? The Saturn game is still really cool to play and compatible with the analogue pad helps tons, just as it did in the Sega Ages OutRun translation. The graphics are occasionally a try to off the arcade original and in the 80% version we have the arcade music is absent (see the box out for more on this effort), but the fact of the matter is that Power Drift is still an ace game. And

it's really obvious to see by looking at it where a great deal of the "inspiration" for Street Racer came from: One of the characters is almost identical.

The bad news is that there's no news on an official launch for Power Drift, unless more Sega Ages games of this ilk appear to form the basis for another Sega Ages compilation pack. So for the time being at least, the only place you'll find this cool piece of Sega history is down your local importers: if you have one.

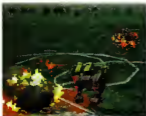


▲ Things get a bit slippery on Power Drift's icy courses, of which there are a few.

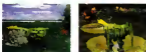


▲ Remember the Neo Racer record "Jump"? Er, you do plenty of jumping on later courses.

BY	GAME ARTS	
RELEASE	APRIL	PLAYERS
HARDWARE	PRICE	TBA
TBA	STYLE	SHOOTING GAME



▲ Realistic explosions are a hallmark of Gun Griffon...



▲ We're quite looking forward to testing the one-on-one hot-up versus mode...



▲ The detail of the mechs in the game is pretty amazing.

One of the most graphically superb, yet criminally under-rated Saturn games of all-time returns with a powerful sequel. Gun Griffon 2 looks like being a veritable graphical evening soiree of loveliness!

# Gun Griffon 2

**W**hen Game Arts come up with a video game, every hardware Sega Saturn owner sits up and takes notice. Everyone of their releases to date has been a major hit. The Lunar series of RPGs has a vast reputation for quality, the original Gun Griffon was ace and as for Grandia... well, it's one of the best adventures the world has ever seen. That's why everyone should be excited by the explosive, incoming warhead of gaming excellence that is Gun Griffon 2.

The first game had a great reputation for quality visuals and brain-melting tactical gameplay. Game Arts set the game in the 21st century, incorporating today's military hardware combined with a range of armoured robots which were the "front line" troops of future combat. These "mechs" are armed with machine gun cannons, guided missiles and the like, and formed the basis of some extraordinary combat action.

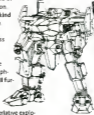
Suffice to say, if you're into this kind of thing it remains a great game. Gun Griffon 2 should be better.

So what manner of loveliness of Game Arts about to unleash upon us? Basically, Gun Griffon 2 looks like being a successor in the truest sense of the word. The graphics engine has been enhanced still further allowing for more complex military hardware and superior backgrounds. Additionally, we can expect the same kind of superlative explo-



▲ Choose any mech you want in the versus mode.

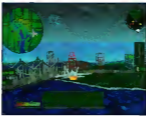
sions seen in the first game. Take a look at the screenshots - the cool clouds of destruction, the explosive flashpoints, the showering debris... it's pretty ace stuff. Game Arts are also aiming to make the game smoother, the aim being a cool 30 frames per second, the same as Sega Rally, for example. Whether they've managed to achieve this remains unclear, but we'll know for sure when the game appears in April. It's been a couple of years since the emergence of the first Gun Griffon and in that time, the GG development team have not been idle. As well as coming up with a vast array of new hardware, new military hot spots and improved strategy, the designers have also been examining the first game for any enhancements they can make to the title. It's expected that the sequel will be far less forgiving than the first game, which allowed some serious liberties to be taken in the first levels. Expect a greater level of challenge in



**Game Arts strike back with ace sequel!**  
Will this out-gun the original?

## LINK-UP:WHAT COULD HAVE BEEN

Gun Griffon 2 looks like being one of the last Saturn games to use the ill-fated link-up cable. This had the potential for adding a huge amount to Sega titles: imagine a link-up Rally or Virtual On. What about PC perfect DeathMatches in games like Duke Nukem 3D or Quake? That would have been brilliant. As it is, the only link-up games you can get over here are Doom (absolute rubbish) and Independence Day (two words: oh dear). Japanese gamers fared better with a specially enhanced Daytona ACE which was pretty good fun. Oh well. Maybe with the new machine...





**THE OPPOSITION**

Part of Gun Griffon's appeal is the fact that it mixes real military vehicles and weapons with the advanced (and completely made-up) HIGH-MACS robots that are apparently the next step in the evolution of ground warfare. Typically, the tanks and helicopters and such-like are the cannon fodder of the game, easily taken out with the advanced weaponry at your disposal. However, the enemy have access to similar bipedal robot technology, and although it isn't quite as advanced as yours, it's still problematic in a confrontation



**BATTLE OPTIONS**

Gun Griffon 2 has a great deal more options for battle as opposed to its predecessor. As well as the Story Mode (which once again takes you into robo-battle hot spots around the globe), there are also three other options. Evidently gives you essential battle experience (there was something similar to this in the first game) as well as a Survival mode for hardcore battle veterans. Perhaps most exciting of all is the link-up versus mode. You and a pal link-up your Saturns with the special cable, choose some military hardware to ride around in, then indulge in some head-to-head battling! Sounds awesome... Needless to say, we'll be putting this through some exhaustive "testing" when our import copies arrive!



the new game.

Overall, Gun Griffon 2 looks like being the robo-mech battler we've all been waiting for. If it can combine the all-round excellence of the first game with the deeper mission structure of, say, MechWarrior 2, we should be in for a game approaching classic status. And the inclusion of link-up battling could well be the sweet, tasty icing on a colossal gaming cake, if you will!

We can only hope that the licensing arm of Sega Europe take a good, long, hard look at Gun Griffon 2. Too many times have we been denied awesome Japanese gaming in the last few months (Metal Slug, Dead or Alive and especially Grandia) and this is one title that would go down seriously well with the Saturn faithful. Expect (indeed demand) awesome coverage in forthcoming editions of SEGA SATURN MAGAZINE!



▲ Full details on Gun Griffon 2 is expected in the May issue of SEGA SATURN MAGAZINE.



▲ Missiles, rockets and vulcan cannons are just some of the weapons in the game...



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Ruffcut 2097! Resident Evil! Marvel Super Heroes exclusive! Reviewed: Aston Force Rugby, ActionStation, 3D, Air to Action! The Edition, The One Double MEG interview awards The Starz, Last! Best! You! Preview July 1st part one, Wipeout part 1/2, News part two!



ISSUE #22 JAN '98  
JAWZING! SEGA FLASH! WE WITH THIS ISSUE! First: Review of the Best and 2-Meg vs Street Fighter preview! Preview: Astro Super Stars, Rampage World Tour, Layer Section, Zero World Reviewed! Sleep Stage (Review), Maximum Force, MAGZAR! Topical: Delta 5, Marvel Super Heroes part 1/2, Delta 1988 1/2 part two!

# Virtua Writer

Hmmm... It's the first day of the new issue. Bigger, there's no software to play. Damn, the internet has gone down. Ooops, my email's knackered. Sigh. Guess it's time to do the letters page then. If you have anything of any interest you want to share with fellow Saturn owners, drop us a line at: VIRTUA WRITER, SEGA SATURN MAGAZINE, 37-39 Millharbour, Isle of Dogs, London, E14 9TE, or email us at [virtua.writer@ocm.semag.com](mailto:virtua.writer@ocm.semag.com). The sender of the most entertaining read wins a fantastic, though as yet undisclosed prize of unbelievable proportion, ie a game or something. To, ta for now.

## TOP 50 SATURN GAMES DEBACLE

DEAR SSM

I love the magazine and think that it is cool in every respect, but there are two items of concern which have been playing on my mind for some considerable time. Firstly, why didn't the incredible Sega Rally get the first position instead of Virtua Fighter 2 in issue #2's top 50 Saturn games feature? Don't



Best Saturn game ever? Opinion is divided on the matter.

get me wrong, I really love Virtua Fighter 2, but come on SSM, Sega Rally is clearly the better of the two. Please amend future features accordingly. My second point is now that Sonic Jam and Sonic R have been released, does that mean there are no more Saturn Sonic games out there coming year? Are the Sonic Team deserting the Saturn faithful? I know that Burning Rangers will be coming out shortly, but it's not really the same as a proper Saturn Sonic game, is it?

Daniel Saunders, Scotland

On a personal note, I feel inclined to agree that Sega Rally should have taken the coveted numero uno position in the Top 50 Saturn Games feature. Many have tried but none have succeeded in emulating Rally's incredible speed, visual frizziness and sheer addictiveness. Despite being over two years old, Sega Rally is clearly the finest example of Saturn gaming to date. As for the Sonic Team, no they aren't deserting Saturn owners, as the incredible Burning Rangers ably demonstrates. Beyond that, it would appear that AM's Sonic Fighters is now back on with a late summer release. Hopefully we'll have more on this next issue, as it's strongly rumoured that Sonic Fighters will make an appearance at the Tokyo Game Show in March. LEE I didn't see any gap page Rally games in Japan. True, it's an awesome game, but VF2 is a game with a vast amount of depth. Even I - with all my hours of play - remain a novice at the game having seen the Japanese masters at work. Trust me: VF2 is the game that rightly deserves that number 40 position... and only VF3 could possibly top it. RICH

## OOOH... GET YOU!

DEAR SSM,

Now that you have a monopoly on the Saturn mag market I do hope you won't let your standards slip. After all they weren't very high in the first place. Do you write your magazines in such an infantile cutesy way because you're not capable of any real quality? Or are you made to lower the reading age by SSM, because they believe your readership is dominated by teenage imbeciles. That may have been the case previously, with teenage imbeciles reading Saturn Power, but now you've got to cater for the entire Saturn audience, so I hope you'll adjust yourselves.

Why do you bother slagging off the PlayStation and Sony? Do you really want to encourage your readers, many of whom will be young and easy to influence, to be so small minded?

FACT: The PlayStation has many good games

FACT: The Saturn also has many good games

FACT: Neither are without their faults

Perhaps surprisingly I'm going to keep buying your magazine, like I said there's no other option for specialist Saturn coverage. I'm sure you could do a better job. Richard Leadbetter has been working as a various computer for years, he must be good at it so still be in the industry, so why doesn't he (and the rest of the staff) use their skills and talents to produce a decent magazine rather than the labored trash you've been putting out in the past?

Sean Thornton, via email

FACT: We write the mag that - as Saturn gamers ourselves - we'd like to read.

FACT: Despite moribund Saturn sales, our readership has gone up from 22,000 to 28,000. Ergo, a lot of people like the mag and evidence suggests that they are not imbeciles (or teenagers come to think of it). I take on board your comments about the Saturn and PlayStation and agree wholeheartedly with them, despite your arrogant, snobbish, holier-than-thou attitude. Tabloid trash indeed. Have at you! RICH

## SATURN DOWN THE PAN?

DEAR SSM

I know your magazine to be truthful to its disciples as well as being a soul provider of a cool mag, so could you please give it to me straight. I and my fellow Sega Saturn followers are deeply concerned as to what your underachieving rival, Saturn Power, said in its last issue before its untimely demise. I quote "We finally have to admit there just isn't a market for the machine" and "The amount of software is virtually non-existent".

As a reader of both magazines, what Saturn Power said really caught me off guard. And as a Sega mag, why did they say that? Is it true there is no market? Is the Saturn down the pan? Please respond to put my mind at rest.

Jamie Cowell, West Sussex



Although it's true that the Saturn market is in a decline and the amount of software has reduced over the last few months, it would appear that Saturn Power exaggerated the situation somewhat to throw one final spanner in the works. The line-up of Saturn software over the coming months is incredible - House of the Dead, Burning Rangers, Panzer Dragoon Saga, World League Soccer '96, Sonic Fighters, Resident Evil 2, Marvel versus Capcom, Vampire Savior and Marvel vs Street Fighter to name a few. You see, things aren't so bleak after all. LEE You could argue that the Amiga's been dead for years and yet that market manages to sustain two mags. Do you honestly believe that the Saturn has a smaller market than a computer that's been effectively pushing up the daisies for at least four years? I don't think so. RICH

## LAME ATTEMPTS AT COMEDY

DEAR SSM

I've been a fan of the mag since the first issue and will continue to buy each one. But I was alarmed to read the comments of one particular reviewer regarding the Sega NHL All-Star Hockey '98. I quote - "Take ice hockey for example, a sport which in this country at least has about as much popularity as badger baiting." A slight oversight by your slobber editor perhaps?

I find such comments distasteful and marginally reprehensible. Young children are very easily influenced,



No, appear to have struck a nerve with the NHL, mate.

and reading such comments in a magazine clearly pitched at them is very irresponsible indeed. I expect some sort of apology to appear in a future issue, maybe even a cash donation to an animal charity. One final word of warning, stick to writing what you know about - video games, instead of making lame attempts at comedy.

Nigel Chavres, St Ives



... he!!e!! It was a joke. Given that badger baiting is illegal and thus largely unspicuous, I thought it an oddly amusing way to illustrate the

relative obscurity of ice hockey in this country (it's the source of much contention). We're not advocating that our readers take it up as a pastime and hardly think they'll be inclined to do so after reading the review. And anyway, who said our mag was pitched at young children? Our average reader is around the age of 30 years, which is why I can get away with saying "show it up your nose you sod tosser". **LEE**

### TATTY RARELY SHOWN ADVERTS

Dear SSM,

I have owned a Saturn for a while now, and I've lately been having problems trying to find Saturn games in and around London. When the Saturn and PlayStation were just siblings in the gaming world, they had equal space in all the video game shops, latest releases were out ON TIME and no one! Saturn toasters/shop assistants claiming the usual balshin about how "Oh, the Saturn is not up to the standard set by the PlayStation" or "Yes, the PlayStation is a safer bet as the Saturn is going to be dropped in the



Not a lot of advertising, but there are some great games.

UK." These little Sony bum kickers are everywhere and one of them at HMV recently stated that "Sega have closed their UK headquarters so we're not going to get supplies anymore, and by the end of '98 the Sega Saturn and its games will be near impossible to get hold of".

So what is happening then? Will the games become less and less available? And if so, why doesn't Sega do something. It is then who must keep the Saturn popular in the UK so it doesn't die out like the Mega CD or 32X, they can do better than some tatty, rarely shown adverts. So what's the deal then? Is the Saturn dying, and if so what are Sega of Europe going to do?

**T Race, via email**

 Sega Europe has little in the way of marketing money, or indeed marketing people these days hence the "tatty rarely shown adverts". The cash is going into bringing the best possible games your way. And with stuff like Panzer Dragoon Saga and Burning Rangers, it's going to pay off for the Saturn faithful. As for having trouble finding any Saturn games in London, where are your eyes? Try Electronics Boutique or the bigger HMW and Virgin Megastores. Sega Europe haven't closed their offices and there will never be a problem getting hold of Saturn games while Sega continue producing them. **RICH**

### ANNUAL FIFA DEBATE

Dear SSM

After reading your FIFA '98 review in issue #48 I was disgusted to see you only gave it 3/5. What the hell is going on? My brother owns an N64 and all my mates own PlayStation and in their mags they all gave it 80% plus. Now I own Saturns '98 and I also owned the prequel and think that it passes all over ISS and the Actua games from a vast altitude. The only complaint I have is about the average commentary and the lack of options. So when I hear about a new, improved FIFA game, with loads of options, the FIFA licence and good commentary, I think, YES. But in your eyes it is no more than 22 spasms shuffling about the place. Surely if it receives good marks in other magazines it must be at least quite good or is this some sort of bias towards Sega we're seeing? I need answers and I'm sure many others who feel the same way about FIFA do.

**Jon B, Chilton Folden**

PS I like the extended letters section and the Top 50 games article was excellent. Well done!

 After playing Silicon Dreams' incredible World League Soccer '98 over the weekend, it becomes clear how exceptionally poor FIFA '98 is. The PlayStation and N64 versions were bad enough to begin with, but the sloppy Saturn conversion is appallingly poor. Yet again, EA is strongly relying on its name and the FIFA brand to sell the game and despite our heartfelt pleas to the contrary - it's working, damn them. **LEE**

### A RACING CERTAINTY

Dear SSM

The Saturn is well renowned for its excellent racing simulations. Wouldn't it be great if there was a Racers MegaWiz for the Saturn? Imagine racing as Sonic on the 777 Speedway or using the Marx TT bike to slide around the Sega Rally Desert course! If the success of Fighters MegaWiz is any indication - Racers MegaWiz would do exceptionally well! But I think that it would be too late doing something like that for the Saturn (it would take ages to do).

Why not put it as a launch game for the new Sega system? Many people (like me) had to sell their old Sega system to get the new one and would miss out on every phenomenal racing hit on the Saturn. And the new system would easily be able to emulate all the racing engines and put it into one package. One car and one track from each game couldn't be too much to ask? So how about it Sega? Racers MegaWiz would be an ideal launch title for the new Sega system.

**Adem Loskowski, Australia**


 The only thing really stopping this from happening is the political situation at the AM departments. Typically, they keep themselves (and their projects) entirely separate from one another. It's a great idea, though. However, the vast difference in the vehicles coupled with the inclusion of comedy characters could foreseeably turn this into the Cannonball Run of videogames. And we wouldn't want that now would we? **RICH**

## BRIEFLY...

Dear SSM

When are we going to see a football management sim on the Saturn? I have been awaiting the release of Premiership Manager '98, only to be told that this is not happening. Is this true?


**Dean Rogers, Nottingham**

 It's looking very unlikely that Greenin will release any more Saturn titles, which means no more Premiership Manager '98 I'm afraid. But hey, there's always World League Soccer '98, which looks set to topple the mighty SWWS '98 as the best soccer sim on the Saturn. **LEE**

Dear SSM

I have a problem regarding Croc. I bought it from Dixons and the first time I played it all was well. The next time I ventured to play, more than half of all the 3D objects were missing and Croc and all the enemies were half gone! Help.


**Anon, Wiltton**

 Somehow a bag ended up in the final version of Croc, resulting in the severing of his limbs. Try booting up the Saturn first, inserting the game disk when the audio screen is displayed and then resetting the machine. Sorted. **LEE**

Dear SSM

I'm a massive Capcom fan, have been for years and always will be. The way they are sticking by Sega should inspire confidence amongst all Saturn owners. Just one thing though, are they going to release Resident Evil 3 on the Saturn? Considering the success of the original, it would be tragic if they decided against it.

**Karl Mitchell, Leyton**


 Although not confirmed as such, it is looking increasingly likely that the incredible Resident Evil 4 will be Saturn bound at some point during this year. We're hoping for a 4MB RAM cart enhanced version with faster loading times, higher resolution backgrounds, different zombies and so forth, but this is purely speculation at this point. **LEE**

Dear SSM

When Sega release their new console, do you think that they will make it backwards compatible with Saturn software? This would be a great opportunity for them to wipe the floor with Sony, effectively combining two consoles into one.

What do you think?

**John Davison, Lincolnshire**

 Nice idea John, but highly improbable. Sega will want to market their new machine as being a state-of-the-art piece of hardware, not a Saturn emulator. **LEE**

Dear SSM

I went into a shop to buy Duke Nukem 3D but they wouldn't let me because I'm not 18. Please tell me a way to get it because my mum won't get it for me either.

**Tom Williams, Wex**

 It's time to invest in some fake ID, methinks. **LEE**





game down for not being in our language. Or is it that you don't like Sega altogether? There's also the 'give-up and don't care' attitude of the software houses that concerns me. The common excuses abound: Hardware limitations? Don't talk bull



It'll be reviewing the proper PAL version this time.

Maybe that's why X-Men vs Street Fighter on the PS will be a cut-down, compromised version (if it comes out at all), and the excellent Saturn conversion is a near-as-darn-it perfect conversion.

The other consoles are incapable of doing many games that the Saturn can do. Maybe that's why Da is only coming out on the Saturn. The quality of games on the Saturn is generally astounding, the best of the consoles in fact (non-based view), and Sega don't deserve this put-down treatment by software houses or GamesMaster.

Stephen Dolby, via email

 Channel 4's GamesMaster series is held in contempt by the games industry at large, not least because of their inaccurate and at times ludicrous review scores. The infamous FFA '99 review springs to mind, where poor Bill Lomas' negative comments towards the game were edited out in favour of Rick Henderson's wildly inaccurate ramblings. Hence the preposterous 90% rating it was awarded. As for their Panzer Dragoon Saga review, what you've got to remember is that given the mass market appeal of the Sony machine in the UK, the vast majority of GamesMaster's viewers are likely to be PlayStation owners. So the sycophantic pieces they heap upon Sony and the dismal review scores awarded to the paltry amount of Saturn games featured in the latest (and thankfully last) series shouldn't come as too much of a surprise. LEE


A huge amount of a RPG's appeal comes from the storyline. I wonder how GamesMaster managed to evaluate that without the aid of someone who is able to speak Japanese? Come to think of it, why bother reviewing that version at all when it's definitely coming out in the UK fully translated? RICH

## WWF RATINGS EXPLAINED

DEAR SSM,

You'll probably remember that about 8-12 months ago you printed my letter saying the WWF wasn't out-dated and the PSX was better than Saturn. Recently though my opinion on Saturn vs PlayStation has changed. After playing Fighters MegaMix, Last Bronx, Maxx TT, Dead or Alive, Marvel Super Heroes, Duke Nukem 3D, Quake and more I've come to the conclusion the Saturn is better, but only by a small margin as I do think the PSX is a cool machine. Also, if the WWF's out-dated could you explain to me why its weekly show WWF Raw now gets higher ratings in the UK than their programs did in say 1991-1993?

Alex Glasflew, via email

 Because there are more people with satellite dishes and cable TV, thus allowing more poor fools access to said programme. WWF is a rank and fetid abomination, and I find no good news in the "fact" that its audience is expanding, evidence [if any were needed] that there is indeed "one born every minute". You have my pity. RICH

## MADDER THAN "MAD" JOCK McMAD

DEAR SSM,

I believe that the SEGA SATURN MAGAZINE team are in fact, the teletubbies in disguise. Rich is Tinky Winky, Matt is Dipsy, Lee is Lala, Gary is Po and Jason and Nick take turns at being the baby who lives in the sun. All these "exclusives" they get from the microphone out of the ground and they play games on each others' stomachs.

The reason there wasn't a CD on the February issue isn't because of pressing plants being closed but because they were too worried about the Christmas number one. Don't believe me? I have pictures. Quick message to Sega: When the what-ever-it's-called next generation system is released next year, start advertising about a month before it gets released and in the final week go absolutely nuts. And remember to over emphasise the whole 128-bit thing. It will draw the masses in. And finally, your days are numbered teletubbies. Soon you will be about as popular as the Ninja Turbles. You and the Spice Girls will go down together. HAHANA.

Gavin Furlong, Limerick, Ireland.

PS I'd like to say hello to my friends Salmon and Cod and to myself!

 Considering the vast amounts of lagers Lee likes to imbibe every night, it looks like we'll be playing our lovely Saturn titles on a 50" widescreen TV by the time the year's out. By the way, you really are quite insane aren't you? The bit about saying hello to yourself, in addition to your other rantings, kind of gives it away just a tad. Wipe the child foam from your mouth and get a prescription of reality pills, young man, and begone! RICH

## FORUM ROUND-UP

At the end of last year, EMAP Images launched its very own web site, the imaginatively titled Game-Online ([www.game-online.com](http://www.game-online.com)). Therein a forum section is contained, allowing users (and occasionally siving SSM staff) to post messages on a diverse range of topics. Here's what's been going on this month:

I've been in this business for 13 years now, but so far nothing has been able to compete with NIGHTS or Sega Rally. This next generation of gaming has provided a new experience, not previously experienced. And, as I see it, the Saturn isn't dead, it has instead won this stupid console war, by providing the best games.

Stefan Buttleff

Right, I've been making DigiTiser for some time and it's the most uniformating and biased piece of pants I've ever set eyes upon. Their humour is often unamusing, especially when someone takes the time to write in and make a valid point and they reply with something like "So. You don't care what you think." Yes, they are BORED. All I ever seem to read are PlayStation reviews, news, features, blah, blah, blah...

Alex O'Hagan

I agree with much of SSM's all time top 50 games. However, I have one worthy complaint. If Sega Rally is number 2, why isn't Sonic R number 1? Sonic R is tons better graphically, lastably, is more fun to play and the music is about a hundred times better. What is the reason for this major cock-up? I'm sure many others will agree.

Joel Staxier

I would willingly have bought my Saturn if it was the only game available for it was Sega Rally, and will buy the next machine (Dural, Katana or whatever) solely on the fact that it'll have Sega Rally 2.

David Martinson

What about a high score section? CVG has one, but they cannot cover a lot of the better Saturn titles. Even better though would be a NIGHTS only or Sonic Jam only scores section, as these two games are purely the best 'Ha, beat THAT bme/score/link if you can!' games there is.

Justin Lawsonell

Do you have Tomb Raider 1? If you do you really think that TriZ is THAT much better than TR1? I've played them both and it isn't. That's why it's bollocks. I would much rather spend my money on Burning Rangers or House of the Dead.

Nicky Wan

# Q&A

More questions. More answers. More effrontery put right by the Man Who Knows. Yes, once again Rich emerges from his dread fortress (called simply "DoomBase") to pay heed to the impertinent mutterings of the masses and provide fine counsel for the citizens of Saturndom! If you have any interesting questions, please send them in to **I'M REALLY NOT STUPID O+A, SEGA SATURN MAGAZINE**, 37-39 Millharbour, London E14 9TZ. Or email them - now! - to [ssm.qa@ecm.emap.com](mailto:ssm.qa@ecm.emap.com)! Go for it!

## SONIC R QUERIES

### Dear SSM,

I have just been playing Sonic R, and it's brilliant but I have some questions about it

1. What were SSM and CVG staff doing in the credits?
2. How do I get Knuckles to climb? I've tried everything, but nothing works.
3. There actually seems to be quite a bit of pop-up. You were saying that it was non-existent (I got Robart Emerald, which seems to be the only track without the missing effect).

Raymond Corral, Glasgow



1. The story is simply this: Mark Masterpiece at Sega phoned me up and asked me for some like-ly names to go into the credits. So I supplied them. It really is that simple. 2. Knuckles doesn't climb in Sonic R so far as I know. 3. There is pop-up on the Radiant Emerald track which uses the missing effect to produce the transparent track instead of fading in the backgrounds. There is no other pop-up in the other courses. You're being a bit petty here aren't you?

## INCURRING THE WRATH OF THE MASTER

### Dear SSM,

- This is the millionth time I've written to your magazine [No it isn't - RICH] and I'm getting sick of it, so please can you find some space in your brilliant magazine to put my letter 1 is Quake 2 coming out on the Saturn?
2. When you reviewed Duke 3D you let us assume that the graphics were the strongest feature of the game, whilst Digitiser described the graphics as being awful. Why did you say that the graphics were good when you knew perfectly well that the graphics were poor? This is a blatant example of SEGA SATURN MAGAZINE hyping up the graphical capabilities of the Saturn console.
  3. How much will X-Men vs Street Fighter cost when it comes out on the Saturn?
  4. What are the chances of Virtua Fighter 3 on the Saturn?

Khalid Samara, via email



1. I wouldn't put money on it as such, no. 2. I would say that it isn't more of a blatant example of you believing what you see to believe as opposed to us producing any "type". Duke 3D moves and plays incredibly well and is far superior than the PlayStation version. We would have to be a fanatic to think otherwise. Or a writer for Digitiser, presumably. 3. About fifty quid. 4. Fair to middling.

## IT ISN'T (VIRTUAL) ON

### Dear SSM,

- I just want to ask you two questions, so it won't take long
1. Why have you done hardly anything on Virtual Cop? I have bought the game and think it is one of the best arcade conversions that Sega have done. Are there any cheats for it and if there are could you print them? Could you tell me why Sega are trying to make me buy a separate joystick with a big control sticks instead of letting me just use my N64-ITS analogue pad? Since it is a completely 3D game, why?

2. Could you ask CVG why they tried to print exclusive photos of the Dural, when they were obviously just the N64 & the PlayStation crudely stuck together and then just scanned in. Plus it said 64-bit on the front instead of 32-bit

Aaron S, Coulston



1. Er, we did assloads on Virtual Cop in issue #15, like nine pages. And we did chert in a couple of issues after that one. Sega aren't "trying" to make you buy the two-stick controller because you can't get it outside of Japan. The coin-op uses two sticks so the analogue controller wouldn't be appropriate. 2. No I won't ask them. Because I assume (as should you) that it is, in actual fact, nothing more than an attempt at visual humour in the absence of empirical data.

## SHOOTING OFF

### Dear SSM

I'm a loyal reader of your magazine so please answer my "interesting" questions

1. I don't own either of the Virtua Cop games (shameful!) I know but I want to know if Game of the Dead will be packaged with a light gun? Can you use an unofficial gun?
2. In two-player mode could a control pad be used as a sub-



Resident Evil 2: Yes, it is coming to the Saturn! Yessss!

- stitute for a second gun?
3. Do Sega have plans to develop Virtua Cop 3 on Model 2 and in turn Saturn?
  4. Any plans for an add-on disc for Sonic R with more tracks?

Walter McLaughlin, Glasgow



1. House of the Dead won't be packaged with a lightgun. It is pad-compatible and will work with "unofficial" guns. We can't say that we've tried any of them though so we can't vouch for how well it will work. 2. It certainly could, yes. It's likely to be on the Model 3 board, and would end up on the new Sega machine. 4. I don't think so.

## PLAYSTATION PLAYSTATION PLAYSTATION

### Dear QA

Please answer my questions as I was left confused after reading the January issue of GamesMaster magazine

1. JC going to convert the really cool Steep Slope Slickers

to the PlayStation?

2. When is Raven coming out on the Saturn as the PlayStation version is coming out in February?
3. Is Wild-guns coming to the Saturn (GamesMaster says yes)?
4. Will the Saturn versions of Resident Evil 2 and Metal Gear Solid be as good as the PlayStation versions?
5. Do you have any facts on how powerful "Dural" is? "Drack" (PlayStation 2) should be 64-meg.
6. Am Street Fighter 3, X-Men vs Street Fighter and Marvel Super Heroes vs Street Fighter coming out on PlayStation? I thought they were Saturn exclusives.

Ivan Marfatch, London



Er, shouldn't you have sent these questions to a PlayStation mag? Oh well. 1. It is apparently on the cards, yes. 2. The programmer's been really unwell, but it should be out by May. 3. Hmm... as far as I know, it's still on "indefinite hold". 4. I'm sorry, my crystal ball's a bit murky at the moment. 5. I could tell you, but then I would have to kill you. So it's best that I don't. Over the next few months, I'm sure that I'll let a few things slip. Like the Neo game "announcement" last issue. We should get something straight here though. Sega aren't going to be announcing such at all until the end of the year. But these is stuff we know to be true and has - kind of unofficially - been confirmed. Basically, we'll let you know everything we can. 6. They are. If they do appear, they'll be watered down versions such as the X-Men vs Street Fighter IX which doesn't even allow you to change character mid-fight. Which, some might argue, is one of the main aspects of the game in question.

## FAQ

Come now, you know the drill by now. All the really popular questions get rounded up and jumped into this little ol' corner of the page. Oh yes.

Is Resident Evil 2 coming to the Saturn?



In a word, yes. Check out the main news story at the front of the magazine for more details on this potentially brilliant game.



Is Sega Rally 2 going to be translated?



Yes, but our money is on the game appearing on the new Sega machine as opposed to the Saturn.

Any news on Gorda appearing in Europe?



It's not looking amazingly likely at the moment, although negotiations between GamesMaster and Sega are continuing. Personally, I'd buy the game on import and make use of our walk-through to get your enjoyment from this epic game.

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# Breaking down the 'Boarders



By the year 2000, global warming will have melted the polar ice-caps, turning the whole planet into a red-hot tropical paradise devoid of all snow. Eco-warrior GARY CUTLACK plays Chill while there's still a chance...





**M**any years ago, I went on a school skiing trip to Austria. It all went very well until, on the sixth day, I had a small accident and broke one of my skis. Initially, I was quite upset at being left out of the skiing fun that my friends were all enjoying, but then I had a brainwave - what if I put both of my feet on my one remaining ski and 'surf' down the slope? It seemed to work, and was bloody good fun too. The rest of my class started doing it as well, and by the end of the week the entire town was copying my idea. Little did I know that I had just invented the sport of 'snowboarding', and this activity would become one of the biggest trends on the 1990s! Funny how things work out, isn't it?



▲ Predictably enough, crashing through trees slows you down.



▲ Some of the courses have great graphics, some are more ex... rough.



### THREE'S A CROWD

Anyway, enough of the history lesson, let's take a look at Chill. The application of simple mathematics and a glance through the last few issues of SEGA SATURN MAGAZINE, will reveal that we've featured no less than three snowboarding games in the last couple of months. Zap! '98 doesn't really count for most people as it's only available on Import, so that leaves a straight one-on-one fight between Steep Slope Sliders and Chill for the UK snowboarding game championship.

### LONGER AND HARDER

Similarly to Steep Slope Sliders, Chill sees boarders racing down dangerous courses, trying to complete them in a record time, or racking up a huge points score by performing as many stunts as possible. But there's more to Chill than just that. Oh no, hang on,

▲ Don't just stand there, do something!



▲ Stunts are harder to perform than in Steep Slope Sliders.



▲ The sensitive controls actually make racing the slalom a bit easier.



▲ The mountainous village course features some great scenery

» I was thinking about something else for a moment - that's all there is to Chill. But it's not such a bad thing. After all, Steep Slope Sliders contained exactly the same ingredients and is still one of the most enjoyable games we've played for ages. The main selling point for Chill is that it contains longer courses, more varied scenery and multiple routes to take along the way down, along with Steep Slope-style stunt action. First up, let's take a look at the tracks:

**COURSES OF ACTION**

This now complete version of Chill features five tracks - three initial courses, with a further two becoming available later. Strangely enough, these two new tracks are quite a trifle bet-



▲ Unfortunately, head-on contact with a solid object stops players dead in their tracks, bringing the action completely to a halt. Annoying? Absolutely.



▲ (Left) Some courses are a bit sparsely populated in places...



ter than the first few, with the cliff-hanging glacier track easily being the highlight of the game.

**FOREST**

The first course, and a pretty straightforward one too. This isn't the most exciting track we've ever raced down, but there are a few diversions along the way - buildings to race through, logs to slide along, collapsing trees to avoid and, curiously, a finale that sees players sky-diving off a cliff!

**VILLAGE**

Speeding through mountain villages is always popular in race games, and here we see some of the most impressive scenery in Chill. The track winds through a busy street, around public squares and churches, before finally speeding



▲ Blimey! Chill looks rather good in this picture! The 'free riding' course is one of the best in the game.

## THE ABOMINABLE SNOWBOARDER

You can't have a snowboarding game without having secret characters. This Yeti makes an appearance as an extra racer in Chill, thanks to the inspiration of Lee Nutter whose hairy, flabby physique was digitised specifically for the role.



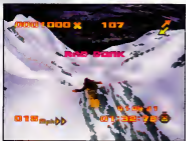
through the packed changing rooms of the local girls school I made that last bit up, but there's an idea for the sequel, eh guys?

### WINTER SPORTS

This track combines a slalom course with a half pipe trick section and some extra-fast winding downhill racing-style corners, for unique multi-event entertainment. The half pipe section is pretty dull to be honest, although the earlier slalom bit is my favourite part of the game. What a tricky dilemma.

### GLACIER

Hey, we've discovered another unique Chill feature! This massive track sees boarders racing along a section of a mountain road with no fences - mess up a turn and players tumble over the edge



▲ Unlike Steep Slope, Chill dishes out extra points for racers who bounce off the top of buildings, cars, sheds, fences and other chunks of scenery as they way down the course. The game refers to this as a 'bouncing', allowing players to literally bash their way through the game. I'll let you come up with your own joke...



of the cliff! There's a strange part where racers have to avoid large lumps of rock which roll up and down the sides of a steep gully, while also avoiding what can only be described as "pointy things" that stick out of the snow.

### FREE RIDING

This track is huge, taking well over three minutes to complete. It seems to take place in the evening too, which thankfully allows me to take some screen grabs that don't look so damn white. Electricity is the theme here, with racers dodging in and out of pylons and through gaps in the metal bridges.

### SYNTAX ERROR IN LINE 40

In the real world, snowboards are usually made from wood. But the ones in Chill aren't, because they don't exist in the real world - it's only a game! For Chill's graphics, the programmers have opted to use a mixture of 3D polygon courses with some 2D sprites laid over the top and the result is, well, let's just say that Chill isn't the best looking game we've ever seen. The programmers have ignored the cool 'fade in' effect that we saw in Steep Slope Sliders, and have opted instead for the more traditional 'pop-up' technique that we've seen in, well, loads of dodgy Saturn



▲ More see east-of-the-pants action. Ahem.



▲ My start score is currently zero. I'm crap.

**VANILLA ICE? HA! I'M COOLER THAN HIM!**

You know how things can be so bad they're good? Well, chuck Chill's rap into into that crowded category, as the

rendered borders and cheery rap tune makes a huge impact on anyone who sees it. A negative impact, by the way.



games. The pop-up isn't too obvious, but when combined with some very poor 2D 'trees' that populate the sparse courses and some fairly small characters, the end result is a bit disappointing when compared, inevitably, to *Steep Slope Sliders*.

**THE GAMEPLAY**

Different, that's the word to use. Of course, I'm assuming that you've all played *Steep Slope Sliders* and are expecting more of the same silky-smooth action. There's no doubt that it takes a while to get the hang of Chill's extra-sensitive controls, but even after a lengthy acclimatisation period it's still pretty tough to accurately manoeuvre your boarder. Thankfully, the bearded programmers at Silicon Dreams have added support for the Saturn's cool analogue pad, and this really does help a great deal. Stunts are performed by jumping, then performing the required move, but Chill's more realistic application of gravity makes *Steep Slope*-style combination moves pretty tough to do.

**THE EXTRA STUFF**

And as you might expect from a game that's been produced in this country, the PAL optimisation is really top-notch - there are no noticeable borders and the two-player mode runs at a fair rate too, although things do start to get more than a little bit glitchy when there are two of you racing. There's also a ghost mode which adds a fair bit to the one-player game. After completing a course, the next time you race a phantom boarder appears on the screen who recreates the previous run. This is dead handy for improving your racing line and seeing where



▲ We're hairy yet! In action! He's much faster than the other racers.



you've gone wrong in previous races - and it boosts the replay value too.

**PLEASE SELECT YOUR DESTINATION**

The route selection idea is one of the extra features that definitely deserves a paragraph of its own. At various points along each track, there are signposts which indicate a spill in the track. But the novel thing is, players can ignore this advice and race straight down the middle, swerving between the two courses! Players can jump over fences to take sneaky short-cuts and cut across open areas to save time, which gives Chill a much more open and varied variety of racing.

**CONTROVERSIAL CORNER**

Let's just say that we've been contemplating Chill's review score for quite a while. Some people are of the opinion that the more 'realistic' gameplay and lack of over-the-top thrills makes for a better game, while others reckon that Chill is just a poor-man's *Steep Slope Sliders*, with trickier controls and dodgier graphics. What side of the fence do I sit on? Well, I can't tell you here, so check out the review on pages 60 & 61 for the official SEGA SATURN MAGAZINE Chill verdict...



*Steep Slope Sliders?* Turn to page 60 for the review...





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DEMON HOUSE OF THE DEAD FIGHTERS DESTINY BUSHIDO

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RESIDENT EVIL 2 (PLAYSTATION)

# SOME COULD MAKE YOU SICK

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AT  
DEATH'S  
DOOR...



## AM1's shocking shootathon reaches the last stage of its development with all levels now present and correct. But will the final game achieve arcade perfection? MATT YEO continues the exclusive SEGA SATURN MAGAZINE coverage.

It has to said that last month's House of the Dead coverage was based on a slightly updated version of the game, with Tantalus having added only minor new features. However, as these screenshots reveal, we've now played an 80% complete version of AM1's coin-op classic, with every stage present and correct as well as the surprise appearance of a few Saturn-only treats.

For starters, the game now boasts more than one standard play mode. Accessed from the main option screen, these essential additions are intended to extend the longevity of the game, making the Saturn version of House of the Dead much more than a straightforward coin-op conversion. Arcade Mode is basically the coin-op experience in its entirety with players exploring the chilling mansion on a spooky search and destroy



Tantalus have now included all the monsters that were missing last issue.



mission. Saturn Mode on the other hand looks set to be the version that most players will opt for as it offers a selection of characters and cool extras. A line-up of six formidable faces are initially available (these may be more secret characters), offering players a wider range of abilities such as faster reload times, gun chamber size and bullet damage. So while novice players may decide to plump for Tom Ruggen's



Eliminating the monkeys takes players to different routes.

Key kids, all your favourite zombie killers are back again this month as SGM once again enters... The House of the Dead!



Be warned: this is what reloading gets you!



**CLASSIFIED CONFIDENTIAL SECURITY CLEARANCE A-1**



DATE: 5/5/98  
FILE NO: 543652/9  
SUBJECT: TOM TOWLER

**STATUS:** AHS SPECIAL AGENT  
**COGNOMEN:** NATHAN DAVIS  
**HISTORY:** One of the Bureau's best, Tom has earned the respect and admiration of his fellow Agents by tackling cases that have terrified lesser men. Fearless and resourceful, he is only to be entrusted to the highest priority cases.

**DIRECTOR'S NOTE:** "Tom's engagement to DDM Corp research scientist Sophie Richards could be used to our advantage. Have Surveillance keep her apartment for any possible leads."



Don't forget to save the bonus screenshots on the way. You gain points and extra lives as well as keys/cards.

souped-up talents to dispose of the undead, crack shots will be better suited to the handicapped skills of Sophie Richards.

**OPTION FRENZY!**

Those players who are just too damned impatient have the cool option of selecting the game's Boss Mode, providing instant access to the four end-of-level guardbots. These bad boys may be tackled in any order you like and if you're a masochist, and fancy fighting all four freaks with just one credit, then that option is also available! Rounding off the House of the Dead's funky features are the Ranking Mode (vital for checking that all-important high score) and the in-game options. If



The game engine allows for up to ten nightmare creature on-screen at once.



you fancy changing the difficulty setting, bumping your lives, and continuing up, altering the shape of your joypad target sight and even calibrating your Virtua Gun - this is the screen to visit.

**LETHAL WEAPONS**

Of course all the options in the world won't disguise a shoddy game and fortunately for us Tantalus have pulled out all the stops this month. All four chapters are completely playable now although the last two stages are still a little rough around the edges. Although these levels are lacking graphically, the first two chapters are as good as finished. Every creature is in its correct location and basic wireframe models



The rough features in Chapter Four will be sorted out for the Final game.

**CLASSIFIED CONFIDENTIAL SECURITY CLEARANCE A-1**



DATE: 26/10/96  
FILE NO: 9999/6  
SUBJECT: DR DURKIN

**STATUS:** DDM CORP SCIENTIST  
**COGNOMEN:** DESMOND DURKIN  
**HISTORY:** Head of multinational DDM Corp and creator of the Necromator. Pioneered revolutionary gene-splicing techniques before becoming a recluse after the death of his son during an archeological dig. Now personally supervises DDM's biological experiments at their last hide mansion.

**DIRECTOR'S NOTE:** "Durkin must be stopped at all costs. His illegal genetic experiments have produced lethal amoebic creatures with an insatiable appetite for human flesh. Termination order authorized!"



The bell-and-chase bikers (left) are just some of the new monsters to blast!



have been replaced by completed texture-mapped models. It has to be said that these additions have slowed the game down slightly and monsters are often lost against the game's gloomy backdrops, but hopefully the finished title should trot along at the same speed as its coin-op cousin.

**DO YA FEEL LUCKY, PUNK?**

Thankfully this month's House of the Dead disc completely supports the Virtua Guns, making tombs-blasting even more fun. We've talked before about shooting off monsters limbs, torsos and heads, but with two lightguns plugged in, AM's pistol pumper



We're hoping that the final textures won't clash too much with the backgrounds.

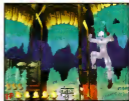
CLASSIFIED CONFIDENTIAL SECURITY CLEARANCE A-1



DATE: 12/6/90  
FILE NO: 6757645/3  
SUBJECT: SOPHIE MICHARD

**STATUS:** I3B COOP SCIENTIST  
**HISTORY:** Transferred to I3B from rival biological research company. Working mainly for government contractors, but Sophie spends on working for private scientific organizations. Tough and competent.

**DIRECTOR'S NOTE:** "Sophie's engagement to Special Agent Tom Naugan may make her a liability to the mission. On the other hand, her knowledge of the facilities' layout and equipment may be an invaluable asset."



really comes into its own. As with the Virtua Cop series, teaming up with a partner for some cool two player action makes House of the Dead what it should be - a non-stop action-packed arcade smash. From tagging zombies in the distance to carefully picking off their putrid limbs one at a time, playing with the Virtua

Guns is essential. Of course the joy-pad control method is still reliable enough, for total accuracy we'll head for the heavy artillery every time!

These guys are absolutely rock-hard, requiring plenty of accurate shots to bring 'em down.

CLASSIFIED CONFIDENTIAL SECURITY CLEARANCE A-1



DATE: 01/4/90  
FILE NO: 111359748/3  
SUBJECT: G

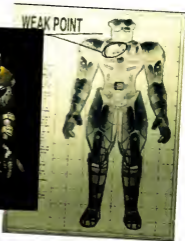
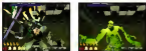
**STATUS:** I3B SPECIAL AGENT  
**CO呼NAME:** SILVER PARD  
**HISTORY:** When G landed in action, he more than made up for his inexperience. Originally attached to the I3B operation as an observer, G's skills have made him the ideal partner for Tom Naugan. An unatop-able agent.

**DIRECTOR'S NOTE:** "Silver G stick to his mission parameters. We don't need another cover-up like last time. G has orders to destroy every creature in the I3B mansion. Failure is not an option."

**CHARIOT**

**TYPE:** 27

**ANSI REPORT:** Originally designed to act as Dr Curien's personal bodyguard, the creature now as Chariot is an unstoppable powerhouse. Chemically treated skin has been enhanced with high tensile steel, acting as an impenetrable armoured shell. Chariot's speed and strength are devastating when combined with his rear-bary battle staff.



**CHAPTER THREE: TRUTH**

After tackling the terrors and dangers of the mansion's courtyard, sewer system and inner rooms, players now take their skills underground to DSR Corp's top secret sections. Chapter Three is taken up with exploring the building's Security Zone - a high level containment level designed to keep failed creations in and intruders out - as well as an abandoned factory complex. Unfortunately, the computer



All of the cool areas set scenes have now been included, adding to the game's spooky staples.



system that controls these zones has malfunctioned, trapping a number of innocent casualties inside. It's up to Tom and G to take on more of Dr Curien's wacky wildlife, including a truly tough boss.

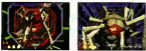
The stage begins with players moving through a number of not-so-secured areas in search of keywords with which to open sealed doors. Of course there are zombies and mutated creatures lurking everywhere and the game switches into high gear by throwing up to six monsters at players at any given time. New foes in this chapter include strange metallic ninja zombies, who act similar to the knife-throwing Snakes from last issue. Their blade-spinning antics are a pain indeed and these tough nuts take full clip of ammo before staying down. Also proving to be somewhat resilient to your firepower are the lumbering cybernetic zombies and Borg-tied windoes. The first of these creatures are basically pure muscle bolstered with metallic implants for superlative strength. Aim for their soft fleshy parts and they'll go down pretty quickly. The Borks on the other hand require either lightning fast reflexes or for players to burn-up and lay down a hail of bullets. Either way, this stage isn't gonna let you off easy.

Civilian scientists wander aimlessly around this section, trapping themselves in cells, requiring players to blast away the locks,

**HERMIT**

**TYPE:** 5503

**ANSI REPORT:** While the mansion's surface-dwelling creatures are lethal enough, the building's extensive cover system hides this evil apex predator. The Hermit was one of Dr Curien's first successful experiments and so much has been allowed to survive by acting as the guardian to THE COMPANY's Inner Laboratory. A toughened shell and lethal venom coupled with the creature's surprising speed make this abomination a Class One threat.





and generally get in the way. Save as many as you can for extra lives and a supreme high score. The game's multiple route system comes into play at the end of the Security Zone when players have to decide whether they'll take the left or right elevators. Both routes are extremely hazardous to your health, but each path offers its own



## MAGEDMAN

TYPE: 061

**ANS REPORT:** Dr. Curien's imaginative use of the Bioreactor seems to know no bounds. The Magedman is thought to be a unique bat/dunker hybrid as evidenced by its wingspan, nocturnal dwelling and hyper sonic navigational abilities. All Intelligence Division have observed the Magedman during night flights and noted a "cloud of vampire bats" shrouding this monster.



Left: Larking in the sewers and water system, these killer frogs pack a wallop!

unique challenges. The left hand lift guides players through the main factory section where zombies hurl axes and barrels from above. This route offers better marksmen chances as most of the stage's creatures are glimpsed from a distance. The right hand route leads through a claustrophobic narrow duct where zombies wait to launch surprise attacks. This route is recommended only to those players with super-fast reflexes!

The third chapter ends with the appearance of Dr. Curien who commends you on your abilities before unleashing another of his creatures. The Hermit is easily the largest of all the bosses, but don't let his size fool you. This spider-like guardian moves extremely quickly and causes plenty of damages with leg and venom-spitting attacks. The only weak spot is the creature's head, although this part of its anatomy is often obscured by legs and armour. Wait for its charging assault and let up with full firepower. Hermit retreats up his tunnel twice, but always comes back for more.



## MAGICIAN

TYPE: 0

**ANS REPORT:** Before sealing himself in the mansion's inner lab, Dr. Curien hinted at his "ultimate creation", a creature that would take humanity to the next evolutionary level. Little is known about the Magician's abilities, speed or size but past experiments should give agents some idea of the threat they face. Dr. Curien's legacy must follow him to the grave!





We recommend using the Virtua Gun to get the most out of the House of the Dead. It's accurate and makes you look like a real bad metal

**CHAPTER FOUR: THE HOUSE OF THE DEAD**

The final challenge arrives with Chapter Four as Tom and G track down Dr. Curson to his inner sanctum only to discover that the crackpot prof has once last ticked up his sleeve! There aren't any route deviations in this stage, although the level is broken into four distinct sections. After passing into the control room, players once again encounter the first boss, Charlot. He's just as tough as before, but by now you should be skilled enough to kick his ugly butt from here to Hell! Beat him and you'll move into a large open arena containing The Hangedman. This Chapter Two boss proves to be the pain he was before, with a combined bat and claw attack. He follows the same flight pattern as always so you should clean his clock in no time at all.



Moving into the final chamber, players once again meet the mad Doc who proudly boasts about his plans for world domination. Curson then reveals his masterpiece, the perfect creation from his Bioreactor, The Magician! The Doc then collapses before the action moves outside for the finale. Combining lightning-like speed, superior strength and fireball chucking talents, The Magician is a force to be reckoned with. His weak point blueprint states that he has no such deficiencies, but players will want to aim for several chunks in his armor such as the lower right leg and upper left arm. This is it, folks... are you ready for the ultimate showdown?

**CHOOSE LIFE... AND DEATH!**

Although the first two chapters are now as good as finished, the remaining stages still need some work. The DBR Corporation's inner sanctum's and laboratories are looking better, but any fans of the arcade game will know that more details and features need to be



**CLOTHES MAKETH THE MAN**

In keeping with their intention to make the Saturn version of House of the Dead truly arcade perfect, Tantalus have ensured that players have the option of selecting more than two agents. To add a bit more variety to the standard grey suit wearing government operatives on offer, the game's Saturn Mode allows players to pick two alternate versions of Tom Rowgun and G. This time around the AMS

boys are sporting some cool designer outfits and trend-setting haircuts.

Also sticking closely to the coin-op game is the ability to play as the lovely Sophie Richards (yep, both players can pick this tough bird). A further Saturn-only addition to the ranks arrives in the shapely form of a sexy DBR Researcher and there are rumours of even more secret characters to discover!

Above: If you ever fed one of these things under your boot... run you fool!







## SHOOTING BLANKS



In their *MetD* adventure, Special Agents Tom Rowgan and G have been supplied with some cool weaponry courtesy of the AMS armoury. The RDX Custom .45 Auto, is a powerful handgun that can be tailored for specific missions. In actuality, the guns were designed by AM4, also responsible for constructing all Sega arcade cabinets. Due to time constraints, AM4 were unable to produce lightgun versions of the character's weapons and so the coin-op employs standard Virtua Gunz. The Saturn version also supports these weapons, providing players with a totally accurate alternative to jypad blasting. In fact *The House of the Dead* is definitely best played with Virtua Gunz!



added. Basic monsters are all well and good, but bland, untextured walls are not a pretty sight! While we're talking about details, glitchy cut scenes and incorrect sound samples are still present in this version of the game, but we're assured that the final disc will be silky smooth. As far as secrets go, Tantalus are keeping quiet for the moment. We already know about the arcade options to change the colour of the zombies blood, but what other cool stuff awaits brave players who enter the monster-filled mansion? We're hoping for a time-based Ranking Mode, more playable characters and, of course,

what lightgun game would be complete without a Mirror Mode! Obviously we'll be revealing any cheats and tips as soon as we get them and keep your eyes peeled for complete *House of the Dead* guide in just a few short issues.

## REMAINS OF THE DEAD

With the first two stages being virtually complete, it looks like Tantalus may very well have lived up to their promise of delivering a coin-op conversion worthy of AM4. The addition of more unseen monsters is a welcome sight and we're finally getting the feel of the finished game. We do have some reservations about whether the Saturn version of *The House of the Dead* will do the arcade game justice and if it has the potential to beat *Virtua Cop* at its own game, but we'll bring you the full judgmental SSM verdict next issue.  

Of course the screenshot's the right way round! Watch out for surprise attacks from these colour-eating freaks.



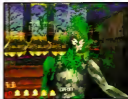
## GET HIGH SCORES!

*The House of the Dead* actually contains three game endings depending on how well players performed. Number of lives and continues remaining, as well as top scores, will all guarantee your place in the final Ranking chart. However, the only way to see the true ending is to get a 1st ranking of over 82,000 points. Here's a rundown of point values to aim for:

Each rescued scientist	+400
Each scientist killed	-100
Each scientist killed by you	-200
Each monster killed	+80
Monster head shot	+120
Each time you're hit	-100
Each time you collect a medal	+200
Each time collect a gold frog	+4000
Stage 1 Boss	+1500
Stage 2 Boss	+1500
Stage 3 Boss	+1500
Stage 4 Boss	+2500



Swinging down on these chains makes targeting tricky.



Head, gore and bile. Bosses of the Dead've got the hit!



# Blaze of Glory!

Committed to providing unique and innovative gaming experiences, Sonic Team bucks the trend of violence and destruction to produce the Saturn's first fire-fighting game - *Burning Rangers*. LEE NUTTER reports.

**L**ast month we released exclusive details of what could quite possibly be the hottest title of '98 - the incredible *Burning Rangers*. Of course, such a phenomenal game deserves a grand deal more coverage than a single showcase can provide. So as you've come to expect from SEGA SATURN MAGAZINE, we've delved further into Sonic Team's latest offering to unearth yet more intriguing information. Over the next six pages we reveal exclusive

screen shots of the sense-shattering third and fourth missions, impart had-loads of information on the awesome two-player, training and sub-game modes and tell you how the game plays from our own first-hand experience. There's no review commitment either, as we're organizing the long-awaited PAL translation of *Burning Rangers* to arrive in the UK at the end of July this year, with a full-on review guaranteed in the very next issue. Yep, this one's gonna be a scorcher!



Work on the PAL translation continues apace at Sega, with a release now scheduled for early 2000. Unfortunately not, eh?



The enemy quota is increased for the tricky third mission.



The level design just gets better and better as you delve further into the game.



The quality of the visuals is superb, though we're a tad concerned about the easy polygon glitching.

**MISSION THREE - GRAVITY ZERO**

At first glance, the third level, Gravity Zero, bears a certain similarity to the previous level. However, the difficulty setting has been upped considerably, providing a stern challenge for even the most accomplished players. The main mission objectives and hazards remain the same as in previous levels: traverse the collapsing floors, locate the key panels, extinguish the raging fires and rescue the trapped civilians therein. Only there's far more to it than that. Some Team has punctuated the routine tasks with some notable deviations to keep you on your toes, such as disintegrating walls which threaten to



blast players into outer space. Or the numerous mechanical drods replete with laser cannons attempting to thwart the rescue mission. Not to mention the tricky zero gravity chambers (hence the name), which require precision use of the Burner Unit to successfully negotiate.

Most intriguing of all is the discovery of a trapped child, who turns out to be none other than Elliot of NIGHTS fame (or at least we think it's him... well, how many kids do you know with blue hair?)

**I WANNA BE YOUR DRILL INSTRUCTOR**

The training mode is the most recent addition to Burning Rangers and is designed to help newcomers get to grips with the basic mechanics of the game (not really necessary if you've been following our coverage). In this mode fellow Burning Rangers take you step-by-step through every conceivable aspect of the game, affording players ample opportunity to hone their skills before putting them to the test in the game proper. From mastering the Burner Unit to extinguishing the fires, collecting crystals and rescuing the hostages, it's all covered by the comprehensive training mode. Pretty cool, eh?



Careful not to get too close or you'll lose these valuable crystals.



Only two characters are playable at present, but there are more to come.

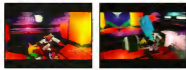


The further into the fourth level you get, the greater the resistance to your rescue missions.



The problem is, the Burning Rangers' teleporter equipment has packed in and the only way to get Elliot to safety is to carry him to the emergency escape pod. Naturally, this restricts the use of the extinguisher cannon and Burner Unit, making traversing the platforms and avoiding the raging fires very difficult indeed.

Also of note is that the in-game cut-scenes become far more frequent in the third mission, revealing more details of the intriguing plot. Of course, we can't understand a bloody word of it (given that it's all in Japanese), but hopefully we'll be in a position to reveal further information next issue.



Guess who? Elliot from NIGHTS makes a brief appearance in Burning Rangers!



As with Sonic Team's NIGHTS, success in Burning Rangers is derived from effective use of the controls.

#### AWESOME BOSS ACTION!

The third end-of-level boss players encounter is surprisingly simple to defeat, in stark contrast to the nightmarish boss to follow in the subsequent level. The deadly battle takes place in a huge network of metallic tunnels, with the enormous mechanical boss constructing itself around a mysterious crystal before unleashing a deadly attack upon you. Employing a different set of tactics to those of previous missions, players run into and out of the screen in an attempt to escape its clutches whilst carefully aiming repeated blast from a fully charged Fire Extinguisher Unit. Several well-aimed hits scatter its limbs around the tunnel, but it quickly reforms unless your onslaught continues. Finish off the gigantic end-of-level boss and it's onto the fourth and final mission where the REAL challenge lies.



The third boss is pretty simple to defeat, but may change for the finished game.



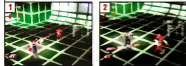
Burning Rangers bears all the hallmarks of a classic Sonic Team game, though we still would have preferred a proper Sonic game. D'oh!



Collecting the crystals left behind is a by-product of the fire in essential for obtaining extra continues.

#### TWO-PLAYER MODE

As we speculated a couple of months previously, the two player mode takes the form of a Virtual On style battle, with the two protagonists engaging in aerial combat in a vast metallic arena. However, unlike Virtual On, this takes place on just one screen as opposed to being a split-screen affair. Quite how this will work in practice we're not yet sure, as the bugs in our pre-production version prohibit any prolonged gameplay. Similarly, it's not yet known whether Sonic Team plans to include extra power-ups to bolster the standard Fire Extinguisher Unit. So until such answers are forthcoming, here are a few screen shots to tide you over.



07 10:50

NINA

0

CRYSTAL



Certain sections of the fourth mission take on a Tomb Raider-style look, but the gameplay is essentially very different indeed.



The real-time fighting effects play a spectacular role in Burning Rangers.

#### MISSION FOUR - WINGED CRADLE

The fourth and final mission is an amalgam of the toughest sections of the previous three missions, with players needing to draw upon their experience to overcome the diverse range of tasks presented before them. The mission locks in with the Burning Ranger being deployed in a massive underground cavern, with huge explosions and flash fires swallowing up the ground beneath your feet. It soon becomes clear that the only way to survive is to keep on the move, extinguishing fires and locating hidden key panels along the way. In fact, Sonic Team have really played up the Tomb Raider-style exploration element in the fourth mission, with a great deal of play time being spent locating hidden doors and passages. That's not to say that there is any respite in the fire-fighting action though, as the fourth mission features some of the most volatile environments witnessed so far, with a whole host of new hazards awaiting

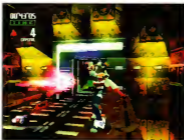


the intrepid Burning Rangers.

However, it's the sheer diversity of stages for which the fourth mission is notable, with each of the huge stages being completely different to the last. From huge underwater caverns to demolishing ancient ruins, it's all very impressive stuff. The problem is though, the fourth mission is tough - like really tough. The complex level design and myriad hazards provide an unrelenting challenge, though nothing can prepare you for the awesome end-of-level boss!

#### SUB-GAME MODE

Firmly entrenched in the latest build of Burning Rangers is the mysterious sub-game mode which becomes available once the regular game has been completed. As we've come to expect from the Sonic Team, it's a score-attack game whereby the idea is to rack up as many points as possible. Players take control of the Burning Rangers' space craft and negotiate their way through the twisting section of tunnel, collecting crystals and avoiding the hazards therein. From partially opening gates to treacherous meteorite storms, deft control of the craft and liberal use of the laser cannons are essential for survival. Cool.





We'll have a full-on interview with Sonic Team in the next issue of SSM!



It's not just about extinguishing fires you know. There's a huge exploration element to Burning Rangers too.

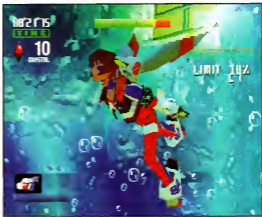


#### FINAL BOSS!

As with Sonic Team's incredible NIGHTS, one of the most admirable aspects of Burning Rangers is the sheer scale of its end-of-level bosses. Each one is either a huge monstrosity capable of inflicting vast amounts of damage or commands a sprawling domain full of hazards. In this instance, both apply. The huge final boss protects itself by perpetually blasting out a vast array of fiery projectiles and tornadoes across its lair, which makes getting close enough to launch an attack damn-near impossible. But if you manage to dodge the hazards and break down its shields, a few carefully aimed shots from the ultra-powerful Fire Extinguisher Unit should see him off. It sounds simple enough, but in practice it requires a Herculean effort to overcome successfully. And that's it! Now go back and complete the game with straight "A" grades.



This is it: the final end-of-level boss. And as you'd expect - it's rock-solid!



#### REVIEW NEXT ISSUE!

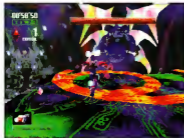
Burning Rangers is already available in Japan and we're expecting a finished PAL translation to arrive any day. Sega Europe has an April 16th release scheduled for the long-awaited game, simple time (we hope) for them to sort out the irritating glitching and optimize the game to run properly on PAL Saturns. In any case, we'll have the exclusive review in the next issue of SEGA SATURN MAGAZINE.

#### WHAT'S THE SCORE

As with Sonic Team's previous Saturn outing - the awesome NIGHTS, completing Burning Rangers is just a small part of what's on offer. For starters, a ranking system is now in place which evaluates the player's progress according to number of civilians rescued, crystals collected, time taken to defeat the boss and fires extinguished. An overall grade is then awarded, with the idea being to return to the game to beat your previous best. We're betting that players who manage to attain straight "A" scores will have various secrets lavished upon them, from extra characters (Sonic perhaps) to more powerful weapons. Who knows? We've also discovered that certain routes, which aren't initially accessible, open up after completing the game for the first time, making for a very different experience second time around.



There's more of that rendered intro material here. Oh no. Sonic Team have opted for a cool manga-style animated movie instead. Cool.



Left: is the mighty Sonic a secret character in Burning Rangers? Here's how he might look...



BY	CAPCOM	
RELEASE	APRIL	PLAYERS
HARDWARE	PRICE £49.99	
	STYLE	2D FIGHTING

A technical revolution in Saturn gaming occurs with **this amazing, yet totally unoriginal arcade conversion!** Make way for the best coin-op translation in the world ever - it's the RAM-enhanced **X-Men vs Street Fighter!**



▲ New character Sabretooth's got very very sharp claws.



## LET US GLOAT!

Maybe you were miffed when you saw that Capcom had apparently reneged on their promise to make X-Men vs Street Fighter a Saturn exclusive, announcing a PlayStation version within days of the Saturn launch in Japan. Well, strictly speaking they have kept their word. The PS crowd are getting the out-dated X-Men vs Street Fighter EX, which has some new training modes, but lacks a great deal of character animation plus the all-important ability to switch characters at will (the main feature of the game). Does the phrase "sell-out" spring to mind?



▲ Here's the one energy bar on the PlayStation version - you can't swap characters! Oh dear oh dear...

# X-Men vs Street Fighter

**W**hen you think about it, us arcade-loving Saturn owners enjoy a far superior quality of gaming to our poor PlayStation owning brethren. After all, bar the exclusion of the Namco produce, just about every major Sony title usually appears on the Saturn virtually intact - most of the time, better. Additionally, the coin-op conversions we get are of a far superior ilk. Compare X-Men or Marvel Super Heroes to the PlayStation versions: there's no comparison. The Saturn versions hose down the Sony games from stratos-



▲ Storm and Magneto had gaps got to work!

pheric heights. Now Capcom have moved the game on. They've actually upgraded the Saturn to make sure it can continue to bring awesome quality conversions of their games to the Sega machine.

The Saturn now benefits from a three-fold increase in memory thanks to the all-new 4MB RAM cart, which is required for forthcoming Capcom games too (such as Vampire Savior and maybe even Resident Evil 2). This allows for stupendously fast loading times and far more intense graphics and speeds.

And a game like X-Men vs Street Fighter would not have been possible without this hardware barbocharge. The Saturn had been practically maxed out by Marvel Super Heroes, and more power was needed to make its sequel viable. The big change in this game is the fact



▲ The best 2D view on any home console? Yeah!



▲ Storm and Wolverine - the hottest of the hottest characters is won by the X-Men.



▲ Here Storm acts as the mistress of the elements as she takes a vast turn as a lightning Sabretooth.





▲ You only get Ken's super-fireball if you're in a team super scenario with Ryu. Intriguing eh readers?

but TWICE the amount of characters are held in memory - both players have access to TWO fighting masters, with you able to switch between them at will. The amount of space needed to hold all of this data must be phenomenal. Only with the newly enhanced Saturn can this be done.

But all of this graphical frispry (as Lee Nutter likes to call it) and technical accomplishment counts for nothing

if the game behind it is a pile of onopoli. Luckily this is not the case. Capcom are the masters of the fighting genre and having established their own characters, they've strengthened their roster with the inclusion of the X-Men. Combine them with the firm's established gameplay and you have an unbeatable three-hit combo that guaranteed to amaze you. Seriously, this is cool stuff! And you can't get better than that can you? >>

**RANKING THE 2D BRAWLERS**

Pop quiz, isabote. There's a proliferation of 2D fighting games available for the Saturn... all of them (bar one) coming from Capcom. So which one should you get... which one should you get?



**STREET FIGHTER ALPHA 2: THE WILDCARD EDITION** 95%  
The wildest Capcom fighting game on the market, this is in a class of its own, although the new Vampire Saviour will surpass it.



**STREET FIGHTER ALPHA 2: THE ANNIVERSARY EDITION** 94%  
SNK favour technical sophistication. Kof 95 is a classic fighter, but audiovisually, Capcom beat them hands down. SFFII has a legion of fans.



**STREET FIGHTER ALPHA 2: THE BEST** 94%  
Sheer effrontery on a grand scale. Wooden characters make this one of the poorest efforts we've ever seen. And the game's rubbish too!



**STREET FIGHTER ALPHA 2: THE ANNIVERSARY EDITION (GOLD EDITION)** 94%  
Street Fighter Alpha 2 is superseded with the Gold Edition. And you get Super Street Fighter and SFF Turbo 2 as well. Superlativw.



**MARVEL SUPER HEROES** 94%  
Marvel Super Heroes lacks the power and immediacy of X-Men vs Street Fighter, but it's a better designed game overall.



**X-MEN: ENCOUNTERS IN THE STORM** 93%  
Utterly superb stuff, this lacks the technical sophistication of later Capcom efforts, but the gameplay is all there.

**SMELLS LIKE TEAM SPIRIT**

The big new addition to X-Men vs Street Fighter is Team Play. You get to choose two characters at the beginning of the game and you can switch between them at will. You can also get both fighters to activate their super-moves simultaneously, resulting in what must be the most amazing sprite-based effects the Saturn has ever seen as the screen explodes in an orgy of pyrotechnical destruction. Awesome stuff.



▲ A Cyclops/Sabretooth super team strike is full effect



▲ It's a bit weird when Rogue starts kissing the women!





▲ Now that's what you call a super move.



▲ Nice tight costume. She must use



▲ Wolverine's got vidoeloo onslaught.



▲ Gambit gets serious.



▲ Warriors fighting across the game is another classic!



There's only a couple of criticisms you can level at X-Men vs Street Fighter. The first is that in terms of imagination and character, the game isn't really in the same league as the seminal Marvel Super Heroes. There are only a brace of new fighters and the additions made to the others are largely superficial - an odd move here, a new technique there. Capcom made the same mistake on the follow-up, Marvel Super Heroes vs Street Fighter, before putting things right in the all new Marvel

vs Capcom. Another problem is the lack of home system options such as a training mode or survival mode - this is common in other Capcom games so why not here?

Also, because of the game's 2D nature, X-Men vs Street Fighter suffers from the letter-box display and slower gameplay that has plagued every one of Capcom's 2D fighter translations. Of course, we've been advocating 60Hz switches for months now, but even non-converted machines aren't so badly affected this time thanks to the turbo options - just up the game a notch and you're sort-of lovely.

The thing is, despite the small gripes, X-Men vs Street Fighter just oozes a level of class that no other Saturn game of its ilk can match. The speed of



**Gorgeous 2D action and brilliant animation!**  
**The all-new 4MB cart is amazing!**

#### TOP TEAMS

Some characters in X-Men vs Street Fighter work really together. Others just suck big time. In this little area, we choose our top four teams and print what can only be described as incredible screenshots of them in action!



#### RYU AND CYCLOPS

Both have very similar moves but whereas Cyclops specializes in range strikes and power, Ryu is the man for the more technical fighting scenarios. A good, balanced attack force.



#### WOLVERINE AND SABRETOOTH

Deadly enemies in the comics, Wolverine and Sabretooth combine extremely well, mixing speed and ferocity (Wolverine) with power and range (Sabretooth). Their supers work well together too...



#### CHUN-LI AND GAMBIT

For the combo masters out there you can't go wrong here. Both Chunners and Gambit are supreme combatants in the area of combination clonbers. Chun-Li in particular is ridiculously powerful...



#### STORM AND JUGGERNAUT

These two have hugely different capabilities: Storm's swift and combo-savvy but a tad weak, whereas the unstoppable Juggernaut is cool for some heavy duty ass-kicking of serious proportions...



▲ Much "graphical frippery" on each and every super!



▲ The Street Fighters have jazzed up special moves.





▲ The end boss is the cool Apocalyptic. He's huge, but not a patch on Oneblight in the new Marvel vs Capcom...



▲ The Street Fighters not only benefit from some new moves (such the vertical Tega Flare above), but they also have extra effects on their basic special moves. Hence, it was required when you think about it when you consider the vast sprite-based configurations taking place in Marvel Super Heroes and X-Men: Children of the Atom... all of these games MUST be owned, by the way!

loading, the speed and the graphical excesses the *QWB* cart adds make this a game that just can't be beaten. It is quite possibly the closest arcade conversion I've ever seen (maybe bar Defiant Arcade and Athlete Kings which actually run on Saturn hardware but even then...). I honestly don't think that any one is going to be upset by this particular title.

The release of X-Men vs Street Fighter vindicates the power of the Saturn - no other home machine currently available has the prowess for bringing the latest 3D coin-ops home, certainly not in a manner quite as spectacular as this. It's only a shame that Capcom didn't elect to make Marvel Super Heroes the first title to use the new hardware - a truly



coin-op version of that game would be a dream come true. For me at least.

But everyone should look at X-Men vs Street Fighter and feel confident about the future - particularly if you're a Capcom fan. The bottom line is that there's nothing like this... and with titles such as Marvel vs Capcom and Vampire Saviour in the wings, you've really got to get this game if only for the *QWB* cart.

In conclusion then, I think we can safely say that Capcom have done it again... only this time the translation is of such an incredible quality that I would urge everyone (regardless of their feelings towards Capcom fighting games) to at least check the game out. And prepare to be amazed!

RICH LEADBETTER



**GRAPHICS**

All the animation, all the speed, no slowdown to speak of - this is truly the closest arcade conversion you'll ever see.

95%

**SOUND**

A range of tones, one for each of the characters, along with satisfying high-quality sound effects for impact.

89%

**PLAYABILITY**

Conceptually, the game isn't as cool as Marvel, but the execution is just brilliant. It's EXACTLY like the coin-op!

94%

**LASTABILITY**

The one-player mode is too easy, but it's in combo mastery and multiplayer mode where this game provides its sales.

92%

**OVERALL**

Quite simply the closest, most powerful arcade conversion the Saturn has ever seen! Witness this game and tremble!

 **94%** 

▼ About 40 seconds of constant button-pressing is needed in the speed walking. Build up those wrist muscles...



BY	SILICON DREAMS		
RELEASE	APRIL	PLAYERS	
HARDWARE	PRICE	£39.99	
	TITLE	SPORTS	

What the..?! Where did this come from? We only revealed it last month and now we've been sent a finished review copy! The last European third-party Saturn developers unleash *Chill* onto an unsuspecting public...



▲ For so obvious reasons, players have to parachute down to the ground at the end of the first course.



▲ Yeah, it looks pretty good here, but the game can be pretty glitchy, especially in the two-player mode.

# Chill

**B**y all accounts, the coders at Silicon Dreams are a great bunch of blokes. They even share our love of listening to Mark 'n' Lad in the afternoon, but unlike us, they can actually work at the same time, because they currently have two great-looking Saturn games lined-up for release in the next few months. There's a showcase on the amazing World League Soccer '98 elsewhere in the magazine, and this issue we also received a review copy of their cool snowboarding title, *Chill*.

Let's dive straight into the review by taking a look at the game's most obvious feature - the visuals. Now some parts are quite good - the characters all look okay, some of the courses are well designed (and absolutely huge), and the glacier track which winds around a cliff looks quite spectacular. Unfortunately some of the sprites laid over the these backgrounds are pretty shoddy. Yes 'pine trees', I'm talking about you. Sorry to be picky, but these green lo-res triangles that represent the trees



are particularly awful, and I'm sure I remember my childhood hero, Peter Duncan, making something very similar out of cornflake boxes on Blue Peter back in the early 1980s. Only his were a bit more realistic.

Sticking with letdowns, the one-player game doesn't feature any other racers - it's just you against the clock. Now while this was just about acceptable in *Steep Slope Sliders*, thanks to the huge number of easy-to-execute stunts, the more serious and realistic gameplay of *Chill* suffers somewhat from this lack of opponents to race against. But wait, what's this? There's a handy 'ghost racer' option, which lets players race against a phantom character who recreates their best performance. However, this race-against-the-clock gameplay starts to get just a tad

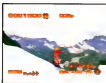
**Chill isn't that bad, but it's definitely second-best when compared to *Steep Slope***



## THE BIG QUESTION

So, is *Chill* as good as *Steep Slope Sliders* then? That's the £44.99 question, and it's a pretty tough one. For starters, *Chill* is a very different experience compared to Sega's offering. The courses are much longer and wider, the gameplay and control takes

much longer to get to grips with and the more realistic gameplay puts a stop to *Steep Slope*-style stunt performances. *Chill* does become slightly more bearable after a while, but it's more like *Steep Slope Sliders* lite, and not up to *Steep Slope*'s standards.



▲ The P.M. conversion is good - virtually non-existent borders and a half-decent update.



dull after a while and without the over-the-top stunt action of *Steep Slope*, *Chill*'s entertainment value remains fairly low.

The two-player mode is a bit more entertaining, but only just, as the glitching seems to increase with the addition of a fellow boarder. Also, the novelty of being able to choose either a horizontal or vertical display only lasts for about five minutes, or as long as it takes the players to realize that the horizontal mode is virtually unplayable, thanks to the ridiculously steep camera angle which constantly stares down at the track a few metres in front of the racer. And there's one other thing that's guaranteed to annoy players in a race



game - coming to a complete stop when hitting a wall or an obstacle. Okay, so it might not be particularly realistic, but bouncing off walls and continuing at the same speed is a godsend in most races. Unfortunately, *Chill*'s collision detection is firmly rooted in the stop-dead, fall over, get up again and continue school of racing. Pretty annoying, I'm afraid.

The physics of the game are rather questionable too. While *Chill* represents a more realistic approach to snowboarding games, this is all pissed away during the 'half pipe' section of the winter sports track. Boarders approach the edges of the course at a reasonable speed, but then fly into the air at twice the speed, launching themselves huge distances into the stratosphere! Anyone who's played the half pipe course in *Steep Slope Sliders* will start giggling in disgust by this point, and rightly so.

This review has been pretty negative so far, which isn't really fair on *Chill*. It's just that like any driving game, which has to follow in the footsteps of the awesome *Sega Rally*, *Chill* was never really going to challenge *Steep Slope Sliders* for the top-top snowboarding crown. If you found *Steep Slope*'s over-the-top stunts and lack of realism a real pain, maybe the more realistic *Chill* might be more to your liking, but for most punters, *Steep Slope Sliders* is still the number one snowboarding game of choice.

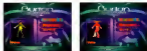
GARY CURLACK

## FIRST IMPRESSIONS LAST

We've all been playing *Steep Slope Sliders* loads, which is probably the biggest problem for *Chill* as its controls are totally different. Most people who picked up the pad for a quick downhill dash were disappointed that the game lacked the instant appeal and playability of *Steep Slope*. The problem is that the racers are extra-sensitive, leading to much frustrating zig-zagging across tracks. However, perseverance (and an analogue pad) helps a great deal, and the game does play slightly better once you've got to grips with the controls.



▲ Then, after hours of playing, I finally figured out how to do a few tricks. It's much harder than in *Steep Slope Sliders* as players are required to hold down the jump button, release it, then press a combination of other buttons to grab the board, spin or whatever. It's hardly the toughest thing in the world, but it lacks the ease and fluidity that was found in *Steep Slope Sliders*.



▲ Basically, it's like *Steep Slope*, only not so good.

### GRAPHICS

Decent in some places, poor in others. The phrase 'mish-mash' seems strangely relevant to *Chill*'s curiose mix of graphic styles.

76%

### SOUND

Some really great acid and big beat tunes and despite the cheesy rap intro, the rest of the presentation is great too.

90%

### PLAYABILITY

Initially a nightmare to control thanks to the super-sensitive controls, but plenty of practice pays off in the end.

77%

### LASTABILITY

Not as many tracks or racers as there are in *Steep Slope*, but the five tricky tracks are absolutely massive.

80%

### OVERALL

*Chill* is more realistic, but lacks vital thrills 'n' spills as a result. *Steep Slope Sliders* still rules the snowboarding roost.

**80%**

▼ The slalom section of the winter sports track is the most enjoyable part, but that's not saying much.



BY	TEAM ANDROMEDIA		
RELEASE	APRIL	PLAYERS	
HARDWARE	PRICE	£49.99	
	STYLE	ACTION RPG	

The single most beautiful adventure you're ever likely to see for the UK Saturn, Panzer Dragoon Saga astounds from the word go! It's unbelievable! Could we already be witnessing the game of the year?



▲ Look, you really need to buy this game, you born.



▲ Amazing graphics: a Panzer hallmark!

# Panzer Dragoon Saga

**I**t's a sad fact of videogaming life that some games are rushed to the shops. It's perhaps an even sadder fact that a fair few Saturn titles are rushed because some people see the machine as having a very short life-span. Some titles aren't duly affected by the short development span (eg Sonic R), others clearly are (witness the SHWS gill speech debacle). But when a class videogame finally appears that the develop-

ment team are fully happy with, you know that you're getting the Finished Article. And when it's a superior coding team doing the business, you know that Something Special this way comes.

Such is the case with Panzer Dragoon Saga. This game has been in development for years - ever since the coding conclusion of Panzer Zwei actually (but playing this game, it's clear that this is the Finished Article - a game that gleams under the vast amounts

**Andromeda's epic adventure astounds and entertains from start to finish!**



▲ The cat-noses in the game are just astounding...



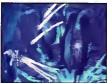
▲ This is the dragon-leonard destruction of a boss!



## AWESOME GRAPHICAL CAPABILITIES

Think the Saturn can't match the graphical excesses of N64 and PlayStation? You'd better think again. Team Andromeda have a history of pulling tricks with the Saturn hardware that even the mighty AM departments can't match. Well the lads have done good once again with Panzer Dragoon Saga.

Every area in the game benefits from some of the most stunning visual effects the Sega Saturn has ever witnessed. This alone is worth the price of admission, but coupled with one of the most compelling gameplay experiences the Saturn has ever seen, it makes Panzer Dragoon Saga completely unmissable!

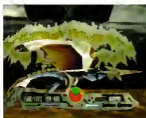


▲ Telling down between enemy craft becomes a matter of routine in this stunning game!



of polish and attention Team Andromeda have given it. It's a monumental effort, a work of art, and quite clearly a labour of love.

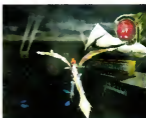
Games like *Grandia* and *Final Fantasy VII* have taken role-playing games out of the crappy graphics ghetto, but I guarantee you that nothing will prepare you for the effects you'll witness in *Parzer Dragon*.



*Saga*. Andromeda have looked at the tech specs for the Saturn and discarded them, overcoming any and all graphical limitations the Sega machine might have in their own inimitable ways.

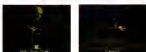
Graphically speaking, *Andromeda* were always the greatest. With *Parzer Saga*, the team has taken their craft to its ultimate conclusion with the greatest visuals the Saturn has ever seen. Graphically speaking, things look cool when you start the game, but when it comes to the wonders seen from the second CD onwards, it's clear that it's in a class all of its own. You saw the pics in the showcases we've produced over the last two issues - well, check out these babies on this review!

Andromeda have taken a novel approach to gameplay as well. The dragon sections of the game arc



### METAMORPHOSIS

One of the more interesting things you can do with your dragon is alter its very genetic make-up, allowing to exaggerate certain characteristics. On this screen it's possible to increase speed, defence and attacking prowess. However, increasing one attribute decreases another, so for example pushing up your attacking capabilities reduces your defending powers. It's all swings and roundabouts, but there are certain advantages to switching attributes in certain situations. For example, ramping up the defence against a tough boss is a wise move. One thing to note is that the berserker spells you have access to change according to the configuration of your dragon - a nice touch.

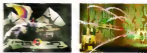


▲ The FWY story sequence are absolutely riveting.

### A MATTER OF LOGIC

The field sections of *Parzer Dragon Saga* are very similar in look and feel to previous *Parzer* epis. The big difference is that the shooting is kept to a minimum, with more logic based puzzle solving taking place instead of rampant shooting. Combat occurs pretty randomly where you're instantly teleported to the fight scenes (see the *Battle Royale* box). The other main differences of *Parzer* past is the ability for you to move anywhere in three dimensions, as opposed to the old "on-rails" gameplay seen before. These sections of the game are where the majority of the game takes place.





>> where the most work is done, with exploration and simple logic puzzles the order of the day. The lock-on system used for blasting multiple enemies in previous Panzers is here used to check out objects and enter new areas. Perhaps the only criticism of the game is that these sections are fairly easy to complete - you won't need a genius intellect to overcome the puzzles. No, it's the combat that causes the most woes.

The combat system is cool. It's turn-based as in the Shining games and Grandia, but with big modifications. Your dragon is the most powerful thing in the land, but it's how you decide to use its power (and the many artifacts on offer) that determines success. Can you achieve an "Excellent" rank against all the creatures in the game? That's the challenge. There's even an in-game display allowing you to review your performance against every type of creature in the game you've faced! And that includes bosses.

Ah yes, the bosses. As Panzer fans should know, Team Andromeda are capable of producing bosses like no other, and they haven't let their fans down - this huge game is packed with them, and none of them are disappointing. The cool thing about them is that they all have a big weakness. Some are easy to locate, others require a bit more cunning. Massive pitched fights take place, but there's nothing more satisfying than learning how to dodge its attacks and exploiting its weak area. The Sniper customisation for your gun inflicts critical damage on these areas,

**The last Saturn Panzer is amazing - It simply must be bought immediately!**

## BATTLE ROYALE!

The Panzer fighting system is turn-based, just like Grandia and the Shining series. Typically you take your shot and then the enemies take theirs (although some enemies are faster or slower than you, meaning you get in more or less hits). You're able to flank around the enemy (typically you take more damage from behind or in front), and use artifacts such as shields and poison cures. But what attacks are available? Here's what exactly.

### 1. SHOT

The laser pistol carried by Edge is best for targeting a specific enemy or a co-

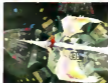
tain weak spot on a boss. You can customise it with three-way fire, sniper add-ons and other power-ups.

### 2. LOCK-ON

The dragon automatically locks on to several targets and fires concussive missiles. This is great for all-round damage, not so cool when individual targeting's required.

### 3. BERSERKER

A vast amount of different berserker effects can be selected - aggressive, defensive, agility and healing - all look spectacular, all (bar the healing) inflict huge damage.



▲ Concentrate fire on weak areas.



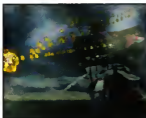
▲ Here we're smashing up a reactor.





**CAN YOU BE THE BOSSES? NO**

The Panzer Dragon series has always been rightly applauded for its incredible series of bosses. Never once have Team Andromeda disappointed with a poorly designed, crappy old end-of-level critter. Oh no. The



and it's a great feeling to watch the boss energy bar plummet before the inevitable spectacular explosion as the big guys bite the dust.

The only problem I really have with combat is that it's too difficult to die. True, getting the "Excellent" ranks is the real test, but for gamers just ploughing on through the game, it's clear that this area of the game won't cause too many problems.

Another area of contention was the speed in which I completed the first two CDs of the game. Disc One took me a morning, and I reckon that the second CD would probably last the rest of the day. But trust me, this is because they merely set the stage for what



▲ Take down a vast ship, blasting it inside and out!

good news is that Saga's efforts are not only superior to all that have come before, but there is also tons more of them spread across Panzer's stunning four CD! Don't believe us? Check out these enormous bastards!



happens in the concluding half of the game. Disc Three is far more challenging and a departure from what went on before - this disc is 70% combat as Edge and his dragon take on the entirety of the evil Imperial Fleet. You're guaranteed spectacle on a grand scale as your steed acquires more experience and more powerful berserker attacks. As for the concluding disc... well, let's leave something to surprise you.

SEGA SATURN MAGAZINE is probably the last magazine to review this game, but we're also the first to test out the English language version. It's all very well rating an import title like Grandia which is unlikely to ever get a translation, but unless you can read Japanese, you're missing out on a vast amount that Panzer Saga has to offer. I blundered through to the mid-point of CD3 not knowing what most of my objects did and what weapons/power-ups were available. The plot was also pretty much incomprehensible. That being the case, I'm glad I waited on this particular review, because having played both versions extensively, I know I missed out on a hell of a lot of the game's enjoyment when playing the import game. Those who've waited for the official version are in for a real treat.

The bottom line is that this game is very special. It's just wonderful in every conceivable sense, and I already believe that this is going to be the best Saturn title of 1998... and it's only March!

**BICH LEADBETTER**


**ON THE EDGE**

One tiny disappointment about the game is the fact that Edge and the dragon are very much one entity. The one area of the game where this isn't true is in the town sections where Edge is on his own. Although these parts of Panzer Dragon Saga look absolutely spectacular, it's basically an excuse for more story exposition and powering up your steed for the next part of the adventure.


**SO MUCH IN IT!**

In the last two issues of SEGA SATURN MAGAZINE, we've revealed the wonders seen in the first two discs of Panzer Dragon Saga (which covered 14 pages of this fine publication in total). Well, on this four-page review we can certify 100% that every shot comes from the stunning third CD. We've never shown even one pic from Disc Four! So not only is Panzer Dragon Saga incredible to look at (and indeed play), it's vast as well.

**GRAPHICS**

It starts not looking absolutely stunning... it belies us, it just gets better and better as the game progresses. Astounding.

**98%**
**SOUND**

Brilliant sound effects coupled with chip-generated music that creates a brilliant atmosphere. Rather excellent all-round.

**95%**
**PLAYABILITY**

Tony aspect of playability has been tweaked and refined to near-perfection. Even action fans should dig this.

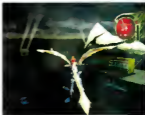
**97%**
**LASTABILITY**

Once it's over there's little to get you back, but the ride while it lasts (which is a fair old time) you'll be utterly immersed.

**92%**
**OVERALL**

Quite simply the best looking, best playing adventure UK Saturn owners will ever experience. Buy it or consider yourself foolish.

▼ Notice the reflected starlight in the water, the trademark fog effects... Panzer Saga is just stunning.



Matters Of

# Import



Sega make the best games in the world... or the best games in Japan, anyway. This issue, SEGA SATURN MAGAZINE takes a look at the coolest titles that will NEVER be released over here, as we dive into the groovy world of import games...

## Grandia

**I**t's been years coming, but Grandia has finally surfaced in Japan. Hailed as the best role-playing game in the world ever, it combines incredible 3D visuals with a strong exploration element, brilliant character progression and an excellent, humorous plot. It's also a bloody massive adventure with rackloads of gameplay for your money. And despite negotiations continuing between Gameloft and Sega, an English translation of the game looks like remaining a dream.

This is a nightmare for Saturn owners, because if there is one game that has the potential for out-quaffing Sony's Final Fantasy VII, it is the stunning work of art that is Grandia. I've been playing the game for a few weeks now and I have yet to be disap-

pointed with what this title offers. The sheer amount of things to do is frankly astounding, the 3D engine superlative throughout, the gameplay to die for. It truly is one of the greatest adventure games of all-time. But the lack of English language makes the game difficult to get to grips with for the average RPG fan. But SEGA SATURN MAGAZINE still recommends purchase of Grandia, regardless.

It's one of those games that every serious player should experience because it is literally two CDs packed with joy and wonderment. It's the attention to detail that makes this game so special from tiny movements taking place in the background objects through to the full splendour of the set-pieces and the Skywalker Sound sourced stereo effects. It truly is a joyous experience.



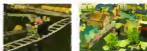
The problems with the language are limited pretty much to being told where to go and who to talk to at what times. That's where our lovely walkthrough guide starting this issue comes in. Buy the game in confidence, knowing full well that where your lack of Japanese language lets you down, SSM will be there to tell you what's what! Truly, this is one of the games that your Saturn was made for.



▲ Likea Sega, how hard can it be to translate the text?



▲ Grandia lives up to its pre-release hype, which just...



...makes the decision not to translate it even more puzzling.



▲ The game camera can rotate 300 degrees. Amazing.

GRAPHICS

97%

SOUND

96%

PLAYABILITY

97%

LASTABILITY

95%

OVERALL

The best adventure game you can not be the Saturn. Grandia astounds, delights and amazes from start to finish.

97%

# Dead Or Alive

**W**hen we put *Dead or Alive* on the cover of Issue 26, we were hoping Sega would bag the license for the game and release it here officially. But they didn't. We're still not too sure why, as the incredible hi-res visuals put *Dead or Alive* right up there with Saturn *VF2*, and most of us are still trying to decide if *Dead or Alive*'s gorgeous fighters actually look better than the *VF2* contestants.

To be honest, they probably lack some of the individual character of the seminal *VF2* fighters, but what they lack in character, they more than make up for in bounce! Yup, if you remember one fact about *Dead or Alive* in ten years time it won't be the excellent backgrounds, it won't be the moves, it won't even be the lovely hi-res fighters - it'll be the bosoms!

Our older readers (or indeed our female readers) who have experienced the delights of women's breasts in real life, may be slightly confused by the way these puppies move - they wobble up and down like jellies and seem to operate totally independently to the rest of the girl's body, but even so, there's a strange fascination that sees sweating hordes of male EMAP employees gather around the TV to watch.

But of course, we're only watching to gather essential playing tips, as the gameplay in *Dead or Alive* is just as impressive as the bouncy graphics. The game uses a unique blocking technique - the block button usually causes your



fighter to parry the incoming blow (Bruce Lee style), which creates many more counter-attack possibilities than the traditional hand-over-face blocking move - it's actually a very good system, and different enough from *VF2* to entertain hardened beat 'em up fans.

So as you can tell, we like *Dead or Alive*. And with this being a beat 'em up, there are hardly any language problems for English players either - the option screens are mostly in English, and those that



aren't can be pretty easily deciphered. So is it as good as *VF2*? Well, you'd better get your nose down to an import shop and see for yourself.



▲ *Dead or Alive* outshines up to the awesome *AM2* game!



Let's be honest. Let's put our cards on the table. Let's put all of our eggs in one basket and our balls on the line - Sega's UK release schedule is starting to look a bit on the empty side, with some outstanding games destined to remain on the shores of the Land of the Rising Sun, never to be released officially over here. That being the case, the only option available to the hardcore gamer is to get ya' sorry ass down to the importers to check out these games. Remember, you must have your Saturn converted before it's able to run American or Japanese software, but once it has been switched, an incredible new dimension of gaming excellence awaits...

GRAPHICS

96%

SOUND

93%

PLAYABILITY

94%

LASTABILITY

95%

OVERALL

An incredible beat 'em up both technically and visually, even getting close to hosting Sega's own-branded VF games.

94%

# Metal Slug



**D**on't worry, this isn't a Japanese gardening simulation where players have to fight giant robotic insects and protect the lettuce of Power - it's actually the Saturn conversion of SNK's excellent 2D military arcade blaster Metal Slug. And what an awesome conversion it is too - Metal Slug was one of the first games to use SNK's one-megabyte RAM cartridge, and boy, when both characters are on screen and fully powered-up, Metal Slug is truly an incredible 2D feat that only Sega's machine could handle.

It's the attention to detail that makes Metal Slug so impressive. When enemy troops are killed, they don't just disappear - some of them explode in a shower of guts, some are blown out of the screen and some poor grunts run around with their heads on fire! Heh, heh. The backgrounds are just as detailed too. Platforms collapse, buildings crumble, hostages beg to be rescued and the explosions, well, let's just say that they're pretty bloody good too.

The gameplay is standard-issue stuff really, but the over-the-top action and incredible weaponry



▲ The attention to detail really is amazing, isn't it?



makes playing Metal Slug a real blast, and after all, these kinds of action-packed blasters are the staple of amusement arcades around the whole world, so surely they must be doing something right.

The only problem we've located is with the lastability. The levels can be played in any order, and even though they're all pretty huge exercises, it probably won't be more than a few days before most players will have the game comprehensively 'licked', although playing Metal Slug remains one of those experiences you'll be telling your grandchildren about in years to come.

If you buy the game from an importer, the RAM cart will



be included with the game, so don't worry about extra cost and hassle. Language problems? Nope. Being an arcade game in the first place, Metal Slug is pretty light on the text and dialogue side. There are very few games that are honestly 'arcade perfect' - Metal Slug is one of them, so buy with confidence all you platform shoot 'em up lovers.



▲ Metal Slug is the game for which the phrase 'full-on'...

...was invented. And there's a sequel on the way too!

GRAPHICS

94%

SOUND

92%

PLAYABILITY

94%

LASTABILITY

88%

OVERALL

Quite simply one of the best 2D blasters we've ever seen. It won't take long to finish through, but it's amazing what it puts on and there's always that high score to lead...

92%

# All-Japan Pro Wrestling

**I**t's wrestling, Jim, but not as we know it. You see, Sega have this knack of making ace fighting games, but wrestling games are traditionally rubbish. These two facts set up a typically cheesy WWF-style battle of Good versus Evil, and you'll be pleased to hear that Good triumphs in this case - All-Japan Pro is a classic wrestling game.

There are loads of lardy Japanese wrestlers to fight with, along with star turns Wolf and Jeffrey



from VF, but I expect you already knew that. What you probably don't know, however, is how good the game looks when you see it running. So I'll tell you - it looks great. The fighters are all hi-res and glitch-free, and thanks to Sega's licensing deal with the All Japan Wrestling 'superstar' wrestlers have been included.

These part-clad blokes fight in a very original manner. They all have a few basic locks and punch-



es, but it's the grappling element that's important here, as all of the best and most damaging moves start off with a good, firm cuddle. From this position moves like throws, headlocks, arm-locks and leg-locks can be performed, but it's the more complicated throw-him-against-the-ropes-and-smack-him-when-he-comes-back action that makes All-Japan Pro such a laugh.

This variety of moves is probably the game's best feature - learning to perform some of the cooler sequences is essential, and the crowd-pleasing special moves really give All-Japan Pro a very enjoyable knockabout feel. But as with all of Sega's fighting games, there's also a huge amount of depth and complex techniques for the more dedicated combatant.

The game comes with a huge list of moves for all the characters, conveniently written in Japanese, and there's also a fair amount of Japanese speech and presentation fluff, which kind of spoils the atmosphere for non-Japanese speaking players. But any reasonably competent gamer will have no problems getting to grips with the gameplay in All-Japan Pro, and hey, that's what we're here for, right?



**GRAPHICS**

94%

**SOUND**

91%

**PLAYABILITY**

92%

**LASTABILITY**

92%

**OVERALL**

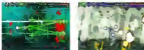
Very different from the usual punching and kicking of most beat 'em ups, the graphically pleasing gameplay works really well.

**92%**

# ThunderForce V

**A**s far as I can remember, there's only been two traditional 2D shoot 'em ups released officially in the UK - Galactic Attack and Darius Garden. Now while they both may well be pretty good games, there's only one brand name that true shoot 'em up fans recognise as a stamp of quality - ThunderForce. We're now on the fifth instalment, and as our showcase in issue 23 proved, ThunderForce V rocks!

Although we were pretty disappointed when we first started playing it. The game features mostly 3D enemies (the main fighter is also a polygon model) laid over a 2D parallax background, and to be honest, this looks a little bit ropey. But after a good session of play, you can't help but notice the classic



▲ (Left) That's the new Free Range homing weapon.



ThunderForce playability has made it to the Saturn. Phew. The bosses are great too, with some massive morphing machines that pump laser all over the screen. Fortunately, the new-style ThunderForce fighter has been upgraded to cope with these mega-bosses - the free range targeting laser is a great addition, the charging forward shot now boasts an excellent lightning effect, along with the wave beam which can fire through solid



rock and alien ships, and the more traditional ThunderForce weapons - Hunter (homing plasma bolts), reverse fire (er... reverse fire) and the little Crown that orbit the ship and triple its firepower.



There are seven stages in total and

In true ThunderForce tradition,

they're all rock hard.

It's really worth persevering

with though, as the final

three levels are even bet-

ter - another two super-weapons are

bolted onto the fighter for extra firepower

and everything "goes off" in a quite spectacular fashion. It's just a shame that Techrosoft haven't added a two-player mode, as it's probably the one feature that could improve the cool ThunderForce formula.

And as you could probably guess, there are no problems understanding what's happening in the Japanese game - it's just a shoot 'em up for God's sake. The options screens are all in English, and rather obviously, there's a distinct lack of dialogue and conversation during the game - lets you concentrate on the killing!



GRAPHICS	88%
SOUND	88%
PLAYABILITY	92%
LASTABILITY	91%

<b>OVERALL</b>
The new weapons and classic gameplay are too reality and although early levels are relatively pain, ThunderForce V quickly becomes an adrenaline blast...
<b>91%</b>

# MegaMan X4



**T**he traditional MegaMan-shaped gameplay hasn't changed for years now, although Capcom do seem to be trying a bit harder on the MegaMan visual style these days, as X4 features some gorgeous backgrounds, great bosses and loads of cool little visual touches. All of the classic level types are in here too: ice levels, lava levels, levels and fighting-on-top-of-a-moving-train levels are all present, and frankly, we'd be disappointed if they weren't.

There are nine of these extra-hard levels and they can be played in any order, but that doesn't make them any easier - all levels have at least two sub-sections and a mid-level boss, followed by a thumb-challenging one-on-one encounter with the level's main bad guy. These bosses are definitely the



▲ Remember all those 2D platform shooters on the MegaDrive? Well, MegaMan X4 is like them. Only better.

Okay, now you want to know where to buy these games. Unless you live in London or another pretty big city, or you happen to have a local import shop, mail order is going to be the best option. All of the below companies deal in Saturn games and are happy to mail stuff to your doorstep, but remember, you must have a switched Saturn to run Japanese or American games:

New Generation consoles (Leeds): 013 230 6007  
Project K (Basing): 0181 508 1388  
Beyond Therapy (London): 0171 434 0755  
Game Raiders (London): 0171 434 2210  
CA Games (Glasgow): 0181 334 3901  
Computer Exchange (London): 0171 676 2666  
Seven Games (London): 0181 663 6822



highlight of the game. Capcom's design masters have created some very original and clever baddies, that really do require a bit of strategy and skill to defeat, rather than just hammering the fire button and hoping for the best.

There's another character to play with as well, Zero, who uses some kind of sword instead of a gun, has completely differ-



ent abilities to MegaMan, and Zero's use of close-range fighting skills actually makes the game even tougher. There are also a few vehicles which can be commandeered along the way - robot suits and futuristic speeder bikes help MegaMan and Zero in their mission, and these upgrades also provide a bit of diversity to the gameplay. Cool!

The only problem with owning the Japanese game is pretty insignificant - in the story mode the characters talk to each other in, surprise surprise, Japanese. But luckily for us, MegaMan X4 was given a release in the US by Capcom of America, so any import shop that knows their ass from their elbow should be able to get you a translated American copy. Everyone's a winner.



**GRAPHICS**

88%

**SOUND**

90%

**PLAYABILITY**

92%

**LASTABILITY**

94%

**OVERALL**

2D-on-2D platform shooting action that's not as visually impressive as Metal Slug, but it's rock-hard and will last ten times longer.

**91%**



# SEGA SATURN™ tips

Tips. The final frontier. These are the voyages of SEGA SATURN MAGAZINE. Its continuing mission to explore strange new games, to seek out new codes and new level selects, to boldly print what no-one has printed before! Ah-ahhhhh-ah-ah-ah-ahhhhh... Transmit us your tips via sub-space relay station Z51, or by letter to: Sega Saturn Magazine Tips, 37-39 Millharbour, Isle of Dogs, London, England, Earth, Sector 001. Oh and we'll bring back the "O&A" section next month, so send us your problems!

## STEEP SLOPE SLIDERS

Yes, this is a record-equaling third consecutive month in the Tips pages for Steep Slope Sliders, thanks to the discovery of more extra costumes and a strange "time of day" altering code.

### EXTRA COSTUME CHANGES

When selecting your racer, hold **X+Y+Z** and press either **A** or **C**. The characters will now be wearing some swish new 'gear'.

### SELECT TIME OF DAY

By turning off the "Time Progress" mode in the options screen, players can select the time of day each race takes place. Press and hold the following buttons as you select your racer. Keep 'em held down until the race starts.

To race in front of a gorgeous sunrise, hold



So... will we have any more Steep Slope cheats next month!

**Z+Left+A** while selecting your racer

To race in the evening, hold **Z+Right+A** while selecting your racer

To race at night, hold **Z+Down+A** while selecting your racer

## ENEMY ZERO

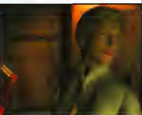
Sorry, there aren't any easy ways to complete Enemy Zero, and we've left it a bit late to do one of our massive and world-famous play guides, so you'll just have to grin and bear it. But to make it a little bit more fun along the way, check out these two 'zany' Zero additions...even though they're both pretty rubbish, to be honest.

### HIDDEN MESSAGE

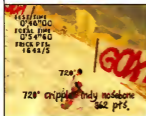
Play the game on **December 23th** and **January 1st** for an "interesting" little surprise left on the battery-powered data recorder.

### EXTRA IMAGES

Sticking a few extra images on the CD is definitely the 'in' thing for game coders to do these days and Enemy Zero out-does the competition with an incredible 83 extra still pictures hidden away on the disk. You'll need access to a PC or Mac though - the top-quality pics are in a folder called 'bmp' on the intro CD.



Heh, sorry about these rather useless space-filing Enemy Zero cheats - the game doesn't contain any other stuff!



## DEAD OR ALIVE

Dead or Alive starts in this month's all-new Japanese section, so if you're losing your import viginity, they should come in handy.

### GET EXTRA COSTUMES

Complete the game with a character to gain their first extra costume. Then complete the game again wearing that cosse to get the next one. Repeat until bored. Do this with Kasumi first - she's the one with the skimpy bikini!

### FULL DANGER ZONE

Hold **Top Left** and **Top Right** while selecting your fighter. This will turn the entire ring into an energy-sapping Danger Zone.



### PLAY AS RAIDOU

Tough. Set the options to their **default settings** and complete the game with every character.

### ACTION REPLAY ACTION

After winning a round, quickly hold down the **A+C** buttons. A replay option will now appear - hold the **B** button to rewind, and release it to resume play.

### BONUS IMAGES

Fancy ripping off some of our showcases? Perhaps you run a crappy fanzine and want to use some of our artwork for nothing? Whatever your motives, there's a folder called **Dmake** on the CD which houses some great Tecmo art.



## STREET FIGHTER COLLECTION

It took Virgin about 100 years to release Marvel Super Heroes in the UK, so Street Fighter Collection will hopefully be out here around the year 2058! For anyone reading this magazine 100 years from now, or for readers with time-travelling abilities, here's the complete (probably) list of the codes for the ace Street Fighter Collection.

### AKUMA IN SUPER SHI TURBO

At the character selection screen, highlight Ryu and hold **Top Left + Top Right**.

### SECRET COLOURS IN SUPER SHI TURBO

To access the secret colours for anyone, select a character then hold the button down until your fighter changes colour.

### EVIL RYU IN ALPHA 2 GOLD

To play as the Evil version of nice guy Ryu, highlight Ryu then press **Start** twice.



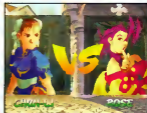
Wow, lovely Sakura looks even nicer in her groovy new extra strip in Alpha 2 Gold. But she's only 15 years old, remember.

### SPECIAL SAKURA IN ALPHA 2 GOLD

To play as Special Sakura, highlight Sakura and press **Start** five times. If it worked her clothing will change to the new strip.

### SHIN GOUKI IN ALPHA 2 GOLD

To play as the massively powerful and turbo-charged nutter Shen Gouki, highlight Akuma and press **Start** five times.



Classic old-school Characters also makes an appearance in Alpha 2 Gold. What a great game, or collection, if you like.

### CHAMPIONSHIP EDITION FIGHTERS IN ALPHA 2 GOLD

To play as the Street Fighter II Championship Edition version of a character, pick one of the fighters that appeared in that game (Ryu, Ken, Vega, M Bison, Sagat, Dhalsim, Chun-Li or Zangief) then press **START** once. Your character's colour should change if you did it right.

### CAMMY IN ALPHA 2 GOLD

Complete the game in arcade mode, playing as M Bison with the game on default settings, making sure you get the number one spot on the high score table. Enter your initials as **CAM**. Press **Start** twice on M Bison to select her.

### RANDOM SELECT FOR ALPHA 2 GOLD

Press **Down on Nash, or Up on Ryu** to be given a random fighter. That's really useful!

### RAPID ATTACKS

Hold **Top Right** while selecting your fighter - this seems to speed up the character's attacks, and works on any of the games in the collection.



## X-MEN VS STREET FIGHTER

We didn't think Sega had the balls or the brains to release the incredible 4-MB cart over here, but thanks to their (shock!) good judgment, 100% arcade perfection is available in the form of X-Men vs Street Fighter. And there are a few extra things hidden the game too.

### ALPHA CHUN LI

Everybody's favourite female Chinese martial arts specialist. Chun Li, also has her Alpha 2 costume spare, just in case she gets dirty. Highlight Chunnes and hold **Start** for about five seconds before selecting her.

### COMBO GAUGE

Completing the game twice brings up the 'combo



gauge' option. Setting it to 'full' gives players a constantly charged level three super gauge.

### EXTRA HITS

Press **Start** right after you've flattened your opponent to... flatten 'em some more!

### PLAY AS AKUMA

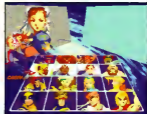
Go to the top row of fighters and press **Up** to access Akuma.

### RANDOM SELECT

Hey, it's almost the same as the one in SF Collection! Isn't that nice! Hold **Left or Right** at the character select screen (away from the other characters) and press a button to select.

### QUICK REMATCH IN TWO-PLAYER MODE

The defeated fighter needs to hold **down Top Left + Top Right** as soon as they lose. Both players should start again with the same fighters.



Characters again and this time she's changing her clothes in X-Men vs SF. She gets annoyed a bit, doesn't she?

### BETTER SOUND EFFECTS

Highlight 'audio' at the options screen and press **Left of Right** to bring up the 'sharp SE' mode. It makes a difference too - why this wasn't made the default setting is a bit of a mystery.

# GRANDIA

## THE WALKTHROUGH PART 1



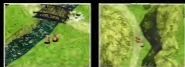
Since it's looking increasingly unlikely that the greatest Saturn RPG ever is going to come out over here, SEGA SATURN MAGAZINE is commencing a walkthrough of the game to allow non-Japanese speakers the chance to savour this incredible adventure. Although this is the first part, the action really begun in last month's showcase, so refer to the last issue if you're stuck before we begin! Now let's move on eh?

### MARUNA PASS

This area is the first field area of the game you come across. No explanation is really necessary. The aim here is to loot the place of gold and artifacts and make your way north in order to reach the ruins.



Jason should be able to take out two enemies in one turn by this point.



### MARUNA PASS

- A Rock
- B 100
- C 500
- D Army Club
- E Herb

You need to locate the bridge to cross the river. (Left), (Right) (if necessary) (right).

Saruto Ruins B1

To Ruins B2



Exit

### SARUTO RUINS

When you first reach the ruins, talk to the guard. He'll allow you access as long as you picked up the pass from the museum owner (see the last issue Grindia Showcase coverage to tell you how to do this). Once you're in, get through the set pieces and make your way into the caves. When you reach the temple at the end you need to press the centre switch twice, which leads on to a boss confrontation. The guy is easy to take down. When you're done, return to Farm and go to Lily. Rest up and equip yourself at the shop before going to the docks and talking to the lead sailor. It turns out there's a ship leaving soon and you need to get hold of some papers. Go to the tavern (consult the map in the last issue) and talk with the owner. He's missing a key which is found by searching every square inch of the street leading up to the docks. Return to the tavern and talk to all in the tavern. Return to Lily's and get a meal and some sleep. If she doesn't give you the meal return to the tavern and repeat the process. After getting up in the morning, visit the train station. There's a loss just arriving and you can jump on for the trip (watch out for the great set piece some as the train leaves town, it looks bloody excellent). Ekuu Manes, here we come!



Once the story exposition is out of the way, it's time to raid some ruins!



The mouth is the entrance to the ruins.



The Saruto cut-scenes are quite dull.

#### SARUTO RUINS B1

- A 10G
- B 10G
- C 10G
- D 10G
- E 30G
- F 30G
- G 30G
- H Puka Puka
- I Keki
- None Big



The maps of the ruins do come in handy, oh yes. The levels are horrible mazes, with some runs disintegrating underfoot.



The ruins have ground and higher levels.



#### SARUTO RUINS B2

- B 50G
- C 30G
- D Engineer's Goggles
- E Dynamite
- F Ancient Armour
- G Unknown

Saruto Ruins B2



To Ruins B1

## REKU MINE

When you arrive at the mine's destination, your first port of call is the old knight's house to the northwest. Have a chat with him and after he's finished, he'll escort you to the mines entrance, opening it up for you. You're now free to enter the mines and get to work looting the place and doing battle. The boss scene sees you taking on three goblins. These guys are pretty hard, but the tactic here is to concentrate your firepower on the normal guys one at a time before taking on the big, nasty goblin. Be sure to have bought plenty of potions at Fainn - they'll save your bacon.



Taking the train to the Reku Mine is one of the practical highpoints of the early section of the game. Visit the Old Knight's house and talk to him - he leads you to the mine and becomes a reconnaissance and save point. Good eh? Well, you shouldn't need him until the Reku Mine troll bosses have been taken out...



### REKU MINE FIRST FLOOR

- A 20G
- B 20G
- C 20G
- D 60G
- E Commonage/Jobie
- F Working Overalls
- G Groceries
- H Groceries
- I Herb



## Reku Mine Second Floor



Two trolls and their tougher leader are the bosses at the end of the Reku Mine level. The key is to take out potential attackers one at a time, finishing with the leader.

### REKU MINE BOSS/BOSS LUST

- A 20G
- B 20G
- C 20G
- D 60G
- E 60G
- F Green Helm
- G Arc Shield
- H Medical Ointment
- I Sledgehammer
- J Head Groceries
- K Giant Sword
- L Head Axe



Once the bosses have been taken out, you witness yet another see-sawing set-piece as Jarkle escapes the mine... Induna Jones and the Temple of Doom-again reappear!

**THE GHOST SHIP**

Return to Farm and watch the inevitable argument with Sue. Get ya' ass back to Lily's and kip up for the evening. Then in the morning, quickly head back to the docks (you have to endure an eviling story interlude, but hey! Now it's time to talk to the sailor near the gate. He'll let you through to the queue leading up to the ship. Jump the queue and after a short period you'll be on-board. Explore the ferry, going down into the bowels of the craft until you reach the sailors' quarters. Talk to the guys and head back to the deck. You'll see that Sue has stowed away and rejects you for more adventure. Pop down to



the sailors' hold - the sea dog next to the staircase is the guy to speak to when you want to sleep. Get some kip and on the next day go to the deck. You need to complete a small deck-scrubbing mini-game two days in a row. On the third day head to the bow of the ship - you'll meet Fina, the third playable character. Talk to her, then head to the Captain's Room. Chat with him and Fina for a while and you'll hear a sudden banging noise. You've collided with a ghost ship! Head out to deck, talk to Fina again, and you'll soon find yourself looting the ship.

**Ghost Ship Hold**



**GHOST SHIP HOLD**

- A 50G
- B Herb
- C 50G

**Ghost Ship Bilge Room**



**GHOST SHIP BILGE ROOM**

- A 50 G
- B 50 G

**Ghost Ship Hall**



**GHOST SHIP HALL**

- A 30 G
- B Restorative Pill
- C Admiral's Sword

**Treasure Room**



**TREASURE ROOM**

- A 50G

**Ghost Ship Lower Deck**



**GHOST SHIP LOWER DECK**

- A 50 G
- B Wind Charm
- C Medical Treatment



The Ghost Ship is a series of small interrelated chambers operating on two levels... to be honest, these maps aren't really too useful on these levels. However, common sense should get you to the boss with all the objects and treasures successfully plundered.

**New Farm**



**NEW FARM**

As soon as you arrive in New Farm, talk to the guys in the Tourist Office as well as everyone else in the area, then head north out of the dock area into New Farm proper. Head up towards the City Hall, enter, and talk to the receptionist. You need to get into the mayor's office, but you need a secret password. Talk to everybody in the room then talk to the receptionist again. Examine the Backdoor exit and choose the second option down. Access is yours! Once you've chewed the fat with the mayor, check everything else in the room then leave. Head north out of town! Note: if no new exit shows up on the map, repeat the entire process.

**NEW FARM**

- A New Farm Church
- B New Farm Church Annex
- C Adventurer's Heart Hotel - Town Point
- D Pazzo's Bar
- E Pawn Shop
- F City Hall
- G Karura's House
- H Shop



## MERRILOU MOUNTAIN PASS

It's time to take a quick trip to Fina's house. Unfortunately, you need to go through these treacherous mountains first! The object is to get to the west, where Fina's dwelling is located. This level is action and looting all the way. Enjoy it. Once you've got to the west, you'll find the area with the house. Go inside and check the barrels near the save point. Fina'll turn up and feed you. Have a chat with her and eventually she'll rush out and get herself kidnapped. Yep, the mayor wants to marry her and is prepared to use force to get her. Time to head back to New Farm.



Stock up on anti-poison potions - these cobra's venom can be lethal...



### MERRILOU MOUNTAIN PASS

- A 490
- B 490
- C 490
- D 490
- E 1280
- F Snake Pierce
- G Mana Egg



## New Farm Church Catacombs



## NEW FARM CHURCH CATACOMBS

Head back to the Church Annex in New Farm and locate the hidden exit (it's pretty obvious really). Now enter the catacombs! Progress past the submerged stairways is achieved by using the dam controls (the round wooden things). Make sure you don't forget the control after the second submerged stair - it opens up the ground area, allowing you to get tons of cash and goodies. When you reach the west, you'll see an exclamation point. This opens the wall into the church. Once inside, don't use the door, climb the boxes and you'll be in the rafters. Now you've got a wedding to stop - but a kickbooster to take down first! Give Sue all healing duties and let Justin do the dirty work and you're sorted!



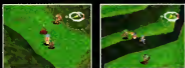
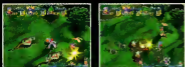
### NEW FARM CHURCH CATACOMBS

- A 590
- B 590
- C 590
- D 1580
- E Iron Mace
- F Turtle Shell

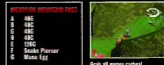
It's possible to miss the third lever as you travel (left). Don't - it's the only way you're going to be able to loot the level for the full range of goodies on offer - and when there's a new weapon and item of cash on offer, you don't want to do that.

### RANGRU MOUNTAIN PASS

Once the kikkboxer has been defeated and the gang regroup at Fina's house, it's time to plan your trip to the Demu ruins. This involves going through two new areas on the map that have opened up - the Rangru Mountain Pass (west and east). It's a pretty good idea to stock up on possessions at New Farm before setting off as the creatures wandering around the pass are the toughest small fry you will have faced to date. Once you've made your way through the West pass you end up in the East, where you camp for the night before moving on. Head north and you'll find the route to the ruins. Once again, it may be worth powering up your mana eggs via a trip to New Farm before moving on...



When you get to this area of the pass, the opposition gets tougher. The small fry attack in larger numbers and avengers such as the mutant eagles (they are much tougher). Concentrate your attacks!





## DOMU RUINS PASS

A new type of swampy tree creature causes problems here. If you've got Finn using a whip, it's best to trade it in for a sword. Similarly, if Sue's using a bow, you'd best get hold of a mace. They've got to be expensive ones though... Alternatively, take advantage of these guys' lack of speed. By now, Justin can take two of these monsters out in one turn. Use the other two just to keep the third off-balance whilst Justin recovers.



Your characters should be tough enough to take on the monsters infesting the Rangru Pass area, but when you arrive at the Doma Ruins Pass, things get a bit tougher. Use Justin to take down the tree creatures (he should be able to take out a couple each turn) and reap the rewards of high experience points. The tree creatures can give you many levels...

### DOMU RUINS PASS

- A 200
- B 200
- C 200
- D 200
- E 200
- F Speed
- G 700
- H Mirzoh Drink

## Domu Ruins Pass



To Ruins Court

To Rangru East

## Domu Ruins Court



To Domu Ruins

To Ruins Pass

## DOMU RUINS COURT

Justin's companions' weapons are back to full effectiveness against the hordes you find in the court of the ruins - use them well to glean valuable points. Also, watch out for the treasure chest beneath the bridge on which you start. There's a cool item inside. Just map up the benches and head north into the ruins proper... but there's an ambush to deal with first...



There's a nice chest of fun under the bridge at the start of the level. Here's a picture that proves it:



More free gold just lying about...

### DOMU RUINS COURT

- A 700
- B Dynamite
- C Clear herbs (under bridge)
- D 700
- E 700
- F Herb



Watch out for the ambush from overhead...



The attention to detail in the ruins is really cool...





## DOMU RUINS

As you can see, the ruins are split into three levels - the lower level, an interconnecting chasm and a higher level. What you can't see is the fact that the ruins are on two levels, so although this map is helpful, it's not the complete answer. Chasms are a problem here. Get rid of the first lot using fire magic and then deal up with the sacred mazes they leave behind. These boys cut through ghosts like nobody's business! They also give gross amounts of experience points, so it's worth taking on everything you see in combat. There are a number of hidden rooms on this stage - the map pretty much gives all of them away and there are some cool items to collect. When you get to the end, a cockroach style boss awaits. He really is quite simple to defeat. Have Fira and Justin concentrate on the head whilst Sue lashes out at the tail. The head is tough, but it's worth killing this as it disposes of the back end simultaneously. It's not a hard fight to be honest, as long as you've got those sacred maces...



### SECOND FLOOR

1 Manga Egg  
 700  
 2 Shear Armor  
 700  
 3 Mistle Rasp  
 700  
 4 Antidote Herb  
 5 Yellow Herb  
 6 Elevator Switch  
 7 Trapdoor Switch



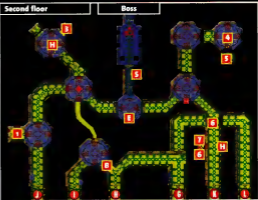
### CHASM

1 Antidote  
 2 Recover Herb  
 2100  
 3 Trapdoor Switch

The boss creature found at the end of the Brave Beers stage yields tons of experience, some new armor and 20000. But you've got to beat him first! His tail is weak, but the head is where you should strike!

### BOTTOM FLOOR

1 Strength  
 210  
 2 Recover  
 700  
 3 Sacred Mace  
 700  
 4 Elevator Switch  
 5 Trapdoor Switch





# CROC GUIDE

## PART 2

No time for intros this issue, kids! Croc's leaping straight into the action as he tackles two of the games toughest levels in SSM's continuing players guide. So what are you waiting for... hop it!

### ICE ISLAND

#### LEVEL 2-1: THE ICE OF LIFE

Hop onto the nearest rotating platform and ride it over to the snow ledge. Jump up to the monkey bars and swing across. Drop down to the ice below and stomp the box to find the first Gobbo. Watch your footing on the ice and head back onto the bars. Swing along until you reach the Red Crystal then turn back for the ice patch. Use the next set of bars to reach the ice block on the right. Jump to it and go through the door.

Use the monkey bars to get across the electrified water, reach the push box and move it to the bars. Use the block to reach a platform on top of which is a Silver Key and the second Gobbo. Also grab the camouflaged Green Crystal. Jump down and push the box back to



where you got it and then to the right. Jump up to the monkey bars and use the jelly to reach the cliff above. Head to the next jelly and bounce to the floating platforms. Hop across to the other side, kill the Dantini,



smash the box to reveal the Blue Crystal and third Gobbo. Turn and head through the door.

Turn left and jump on the moving platform. Hop across to the other side, turn the corner and smash the box to reveal the Yellow Crystal. Go through the tunnel, ride the balloon and smash the box to find the fourth Gobbo. Go through the door and use the bars to grab the Pink Crystal. Turn right along the bars and find the fifth Gobbo. Turn around and head through the Rainbow Door. Jump to a moving platform, hit the switch, head for the last Gobbo and the Exit Gong.



#### LEVEL 2-2: BE WHEEELY CAREFUL

Jump on the ascending platform. At the top, head left, kill the Dantini and stomp the box to gain the Red Crystal. Now head for the next box which contains the first Gobbo. Head to the door on the left, turn right and drop down. Collect a few free hearts, jump to the platform for a crystal and turn left to the snow ledge. Work your way up, jump across the electric water and

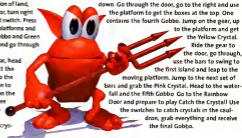


head toward the yellow stars. Jump onto the gear and ride it around until you can grab the Silver Key. Jump back to the first section of land, head through the door, turn right and unlock the cage switch. Press it, go up the hidden platforms and collect the second Gobbo and Green Crystal. Jump down and go through the door.

Jump to the gear, head to the left and collect the Blue Crystal. Jump to the second gear and then to the small platform on the left. Jump to the three vertically rising platforms, leap to the other side, grab the crystals

then jump to the next set of platforms. Smash the box to get the third Gobbo and ride the balloon down. Go through the door, go to the right and use the platform to get the boxes at the top. One contains the fourth Gobbo.

Ride the gear to the platform and get the Yellow Crystal. Ride the gear to the door, go through the door, go through the bars to swing to the first island and leap to the moving platform. Jump to the next set of bars and grab the Pink Crystal. Head to the waterfall and the fifth Gobbo. Go to the Rainbow Door and prepare to play Catch the Crystal! Use the switches to catch crystals in the cauldron, grab everything and receive the final Gobbo.



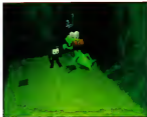
**LEVEL 2-3: RIOT BRRRR**

Head to the door, stomp the box and grab the Red Crystal. Go through and ride the balloon down. Turn and stomp the boxes to reveal the first Gobbo and Green Crystal. Fall into the water, swim over the bad guys and grab the Gold Key before going to the exit. Smash the moving box to get the next Gobbo then go through the door. Stomp the box for the third Gobbo. Hit the switch, head across the water and through the door. Use the rafts to reach the bars, swing left, onto the ice block then up onto the next set of bars. Head to the third set of bars, hit the



switch, drop down and collect another Gold Key, a Gobbo and the Blue Crystal.

Head back up the platforms, turn left and jump to the next set of platforms. Grab the Silver Key, jump to the next lower platform and land on the bars below. Go back through the door, head to the first



▲ Brr...! Eric freezes his ass off on the game's icy levels.



▲ Eric wants all the help he can get to rescue the Gobbos.

door, pass through it and open up the caged switch. Hit it, jump onto the balloon and ride it to the fifth Gobbo. Head to the small cave and the Yellow Crystal. Go through the locked door, work your way across the water carefully, stomp the box to find the Pink Crystal. Go to the Rainbow Door, turn right and head down to find the last Gobbo. Hit the Gong to exit.

**BOSS LEVEL 1: CHUMLEY'S SNOW DEN**

Make your way to the door, grabbing crystals and dodging penguins. Inside, follow the ice patches and swing across the monkey bars to the next door. Beating Chumley is very easy. Wait until he uses his tail slam, dodge it and tail whip him. Repeat this manoeuvre three times and he's a gonnal



▲ Chumley the Ruckusman can be a bit of a pain at times, but dodge his five attacks and you'll be fine.

**SECRET LEVEL 1: CLOUDS OF ICE**

Head to the door, grabbing crystals as you go, hop over the ice bridge and head to the next door. Turn left and hit the switch. Follow the platform to find a free life heart and a jigsaw piece.

Now you have three pieces of the puzzle, the final secret island is nearly accessible...

**LEVEL 2-4: I SNOW HIM SO WELL**

Turn left and grab the crystals. Head to the moving platform and jump on. Ride the platforms to the caged switch and enter the door on the left. Once inside, stomp on the box for a Gobbo, turn left and stomp the next box for the Green Crystal. Jump on the platforms to the side, hit the three switches and head to the platforms near the waterfall. Grab the Silver Key and go back through the door. Unlock the switch and activate it. Leap on the platform to get

the Red Crystal, follow the hidden platforms up and locate the second Gobbo. Leap across the platforms to the cave. Go down the second tunnel, up onto the bars to the next set of platforms and grab the third Gobbo. Go through the door, swing across the bars, kill the mouse and head for the door on the left. Turn right and stomp the box for the next Gobbo. Hit the switch, go up the platforms and collect the Blue and Yellow Crystals.

Hop down and go through the door, turn right and smash the box near the waterfall for the Pink Crystal. Walk around the pool, jump onto the switch



▲ Leap! Leap! Use the boxes and bars to send Eric.

and ride the platform to the area above. Head left for the fifth Gobbo and the Rainbow Door. Stomp the box for the last Gobbo and exit.



## LEVEL 2-5: SAY NO SNOW

Head down the platforms then head up to the right. Find the stationary platform and the hidden Red Crystal. Jump to the rotating platform and climb up to the right. Go down the hill to the water and across the platforms to the first Gobbo. Head to the door, hop up the plat-



forms, across the breakaway section, jump down and turn left. Stomp the box for a Gobbo, turn to the box with the Dartula on it, kill him and collect the Green Crystal. Go back through the door, cross the platforms to the caged switch and out the door. Turn left, push the box to the door, jump up and then to the cliff. Turn right, grab the Silver Key, stomp the box for the Blue Crystal and then next box for a Gobbo.

Fall into the gorge and through the door, unlock the switch, stomp the boxes for the Gobbo, head through the door and up the cliff. Go through the next door, stomp the box for the Willow Crystal, turn right, jump to the platform and follow the path along. Jump on the moving platform to get the Pink Crystal, head down river, smash the box for the fifth Gobbo and go through the Rainbow Door. Smash the box for the last Gobbo and exit.

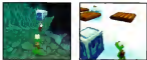


▲ Work your way over the monkey bars to reach the elusive Gobbo. Watch out for Dartula overhead.

## LEVEL 2-6: LICENCE TO CHILL

Turn left, go through the door, jump across the rafts, collect the Gold Key and head back to the start area. Turn left, down the hill, hop along the boxes and get the Gobbo in the last box. Hop across the water to find the Red Crystal in another box and the second Gobbo. Turn left, through the door and play the stomping game to get another Gobbo. Head back to the start, through the door on the right, jump across the rafts to the door and stomp the boxes for the Green Crystal.

Head through the door, to the end and get the



Blue Crystal. Jump onto the next few platforms, head up the cliff, jump on the switch, run down the hill and get on the lowering platform. Jump down to get the Yellow Crystal, stomp the box for a Gobbo, turn left through the door and head down the tunnel. Hop onto the platform, turn right across the platforms, jump onto the box and grab the bars.



Swing along to get the Pink Crystal, drop down, turn right, hop to the moving platform which takes you to the fifth Gobbo.

Turn right, jump down to the Exit Gong. Run past it, go through the Rainbow Door, dodge the well snakes and grab the last Gobbo. Now exit.

Now prepare to face Demon Itsy!

## BOSS LEVEL 2: DEMON ITSY'S ICE PALACE

Follow the ice path, grab ice crystals and go through the door. Ride the arrow platform to Itsy's Lak. When he attacks, dodge his move and tail-whip him. However, once struck he splits in two. Repeat this move until he's defeated. Simple really!



▲ Tail-whip Itsy's ferry across left or fast as possible!

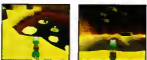
## SECRET LEVEL 2: ICE BRIDGE TO ETERNITY

Take the left bridge and hit the switch. Head to the right bridge, hit the switch, hop across the platforms and enter the door. Leap across the rafts to the next door, head left, follow the path, turn right, go across the platforms and jump down the deep pit. Now collect the Jigsaw Piece.

# DESERT ISLAND

## LEVEL 3-1: LIGHTS, CAMEL, ACTION!

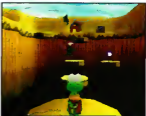
Travel to the far left for your first Gobbo, return to the start and jump down the floating platforms for the Blue Crystal. Go to the door, spring up the platforms for the Red Crystal, the Gold Key and the next



▲ Here's where the fun begins! Watch out for the drop.

Gobbo. Return to the start again and open the locked door. Turn left, jump across the platforms to the bars, swing along to pick up the Green Crystal and Silver Key. Jump to the top of the bars and ride the balloon down to the Gobbo. Cross the room to the door, enter, jelly jump onto the boxes and platforms and press the switch.

Jump back on the boxes and smash the left one for a Gobbo and the right for a Yellow Crystal. Ride the moving platform to the exit, jump on the elephant's back, head to the left and up the platforms to the red switch. Go back down to the elephant, use the new platforms to reach the fifth Gobbo and Pink Crystal. Go to the fourth room, into the Rainbow Door, avoiding the crystals and getting to the exit as quickly as possible.



▲ Time Oro's jumps to avoid being hit by the gross Dartula. Remember to pick up the Blue Crystal on the way.

**LEVEL 3-2: MUD PIT MANIA**

Jump right, climb along the bars to a floating platform and behind the well for the Silver Key. Return to the platforms, up to the bars and the box containing the Red Crystal. Head to the start area, use the platforms to get to a room with a caged switch, press it and ride the next platform up to a Gobbo. Return to the well, jump inside, ride the bars to the

second Gobbo. Return to the well and along the path. Jump right to a second well and then a third well. Jump in, push the box to the edge of the pit and grab the Silver Key.

Free the Gobbo in the upper-left corner of the room and collect the Green Crystal. Return to the second well, turn left, jump to the bars and collect the Blue Crystal. Return to the two boxes, smash them for crystals and another Gobbo. Turn right and jump into the second well. Swim through the

electric gate on the left, grab the camouflaged Pink Crystal, continue and grab the Silver Key. Go the next room and free the Gobbo. Head for the cave at the end, switch on the light, turn right and across the platforms. Find the box containing the Yellow Crystal and enter the Rainbow Door. Race the ghost, avoid the crystals, take the left path, grab the Silver Key and take the right path. Release the Gobbo and take the left path for the last Gobbo.

**LEVEL 3-3: GOIN' UNDERGROUND**

Follow the crystals and platforms across the lava, hit the switch, ride the platform up and grab the Red Crystal. Free the Gobbo in the box, exit, turn right, leap across the platforms and grab the Green Crystal in the box. Jump to the left to collect another Gobbo, return to the section start area and enter the door left of the entrance. Smash the boxes for the third Gobbo and Yellow Crystal. Cross the lava pit, collect the Gold



Key, return to the locked door in the first section, enter the room and press the switch. Guide the platform to the far-right and press the second switch. Repeat this process until all five switches are on.

Ride the platform to the next Gobbo, enter the door and jump into the water. Swim to the right and get the Silver Key. Head left for the Pink Crystal, exit the water and open the caged red switch. Jump up the platforms to the bars and hang off to get the next Gobbo. Return to the platform stairway, cross the lava, stomp the right-hand box for the Blue Crystal and

enter the Rainbow Door.

You'll race another ghost so turn left, past the Gobbo, grab the balloon and pick up the Silver Key. Return to the Gobbo, free him and exit.

**BOSS LEVEL 3: THE DEADLY TANK OF NEPTUNA**

Break the two boxes to collect crystals. Tail-whip bad guys on the way to Neptuna and pass carefully through the electrified gates. Stay away from Neptuna as he swings his trident and wait until he scratches his head. Quickly move in and hit him three times to sink his scaly hide.

**SECRET LEVEL 3: ARABIAN HEIGHTS**

Activate the switch in front of you, turn around and head along the platform to the left. Hop onto the blue and gold platform, turn to the right, head along the breakaway platform to the right for a free life heart. Turn around, head to the right and hop to the next



ledge. Follow the left path to a well and fall in. Hop on the rotating platform, kill the bad guy, continue along the platforms to the door. Follow the path to the next well and jump in. Move along the rotating platforms, kill the Dambri and leap to the other side for the Jigsaw Piece.



▲ Darknes kompsu Goo's adventure on this stage.



## LEVEL 3-4: SAND AND FREEDOM

Walk to the second box, avoid the whirlwind and collect the Red Crystal from the box. Head back to the start, follow the right-hand path and get the first Gobbo. Return to the start, take the left path to the balloon and ride it down to a Silver Key. Open the cage, press the switch, head for room two and cross the bars on the way to the Green Crystal. Head to the caged Gobbo, up to the bars and get another Silver Key. Free the Gobbo, go through the door, jump to the bars and Jelly jump up to the platform.

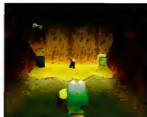
Continue up and cross the floating platforms for



a Gold Key and Blue Crystal. Go back and ride the balloon to the exit door. Unlock it, press the caged switch, cross the platforms to the right, enter the door to reach room six. Continue along the path, defeating scorpions and jumping over green pools. Grab the camouflaged Pink Crystal and the Gold Key and return



▲ You'll only be able to open that door with a Gold Key.



to the fifth section. Walk left across the floating platform, press the red switch, return to the start of the room, ride the platform and collect the Yellow Crystal. Smash the box for the Gobbo, go to the section start area and use the left-hand path to reach the Silver Key.

Exit the room and return to the fourth section, jump to the left, open the caged switch and press it. Head back up the stairway to the right and get the fourth Gobbo. Open the locked door, in the seventh room jump across the platforms, head left across the bars and get the fifth Gobbo. Return to the central section of the room, cross to the Rainbow Door, race the ghost again and head right. Ride the balloon to the Silver Key and the last Gobbo.



## LEVEL 3-5: LEAP OF FAITH

Cross the platform, ride the balloon, climb the winding stairs and open the box for a Red Crystal. Climb the steps to the top and collect the Silver Key. Ride the balloon to the first Gobbo, cross the floating platforms to the left and enter the well. Run along the pillars to collect a Green Crystal and Silver Key. Go right for the next Gobbo, enter the well and climb the steps, jump to the platform and press the switch. Open the box nearest you for another Gobbo.

Enter the well to the left, jump up the blue pillar and press the switch. Go right for a Blue Crystal and the next well. Jump in and go across the chasm to the monkey bars. Smash all the boxes on the pillars to find a Gobbo and Yellow Crystal. Walk along the bars to



the exit, push the box to the right and jump on the rising platform. You'll find a Pink Crystal, head back outside, jump across the pillars and press the red switch. Jump across the platform to the right and get the fifth Gobbo, enter the Rainbow Door.

Here you'll race another ghost to the monkey bars. At the three-way split, take the right path. Pass the caged switch, get the Silver Key and then open it. Press the switch, head to the Gong for the final Gobbo and exit.



▲ Small platforms require some nifty footwork.



▲ Here's your final destination. Hop in the pipe to exit.

**LEVEL 3-6: LIFE'S A BEACH**

Jump to the floating platforms and to the left platform for a Red Crystal. Head through the door, walk along the left wall and smash the box at the end for a Gobbo. Return to the entrance, collect the Gold Key and return to the first section. Cross the opening room and enter the right-hand door. Take the first two right turns to the floating platform and collect the Green Crystal. Travel right, press the switch and head to the left moving platform for the Silver Key. Return to the first section and free the caged Gobbo.

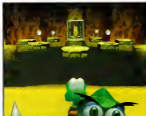
Go through the locked door, walk ahead and



light the lamp. Walk right, jump up to the monkey bars, swing along, jump left and grab the Silver Key. Return to the bars, and carry on to the next Gobbo. Walk left and go through the door. Jump to the second box, across the bars and collect the Gold Key above the second jolly. Return to the second box and smash it for a Yellow Crystal. Return to the section

starting area, enter the well, take the first right-hand turn then right again. At the end of the hall is a box containing a Blue Crystal. Open the door, cross the red platforms and grab the Silver Key. Jump up the platforms to get the Gobbo, go the opposite end of the room and open the left box for the Pink Crystal.

Use the exit door, climb the winding stairway to the right, press the switch and return to the start of the room. Climb the new stairway to the left and get the fifth Gobbo. Go through the Rainbow Door, race the ghost, use the arrow platform to get across the chasm and grab the Silver Key. Get the last Gobbo and exit.



▲ Keep your eyes peeled for red pits and Bantini.

**BOSS LEVEL 4: CACTUS JACK'S BRANCH**

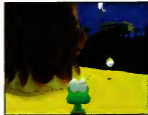
Collect the free life hearts and crystals. In room two, cross the pillars to the other side. The third room contains Cactus Jack. Circle left immediately, dodge his missiles and wait until he stops spinning. When he stops, tail-whip him. Repeat this pattern three times for victory.



▲ Remember to stock up on hearts before tackling the next boss.

**SECRET LEVEL 4: DEFEAT BURRITO**

Turn and climb the wall. Collect the free life hearts, continue up the wall to the cycling platforms and enter the well. Head through the next area from platform to platform to the fourth room. Enter the underground chamber, head to the Silver Key, free the switch and press it. Stand on the rising platform and grab the Jigsaw Piece.



**TO BE CONCLUDED... NEXT MONTH!**

# QUAKE

## Secrets Out PART 4

Here we go with "closure" on our mammoth Quake coverage. The last set of secrets are exposed here for your gaming pleasure. Get all the secrets on every episode and you get a 3D model of the programmer's house to look at! And yes, the end-boss is a bit of a let-down, but it was the same on the PC version. Hmmm. Still, let's get on with it.

### E4M1: The Sewer System:

**Secret One:** Drop into the water and go down the tunnel that leads to a series of arrows pointing upwards. This in turn takes you to a lift. Slide it up then shoot the wall directly to the right for a 150 Yellow Armour and a Quad Damage!

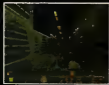


**Secret Two:** Jump into the pool outside the revealed Slig gate in the last secret.

Go through the gates at the bottom and into a room with grates that materialise in each corner. Look at the ceiling and you'll see the surface of a water pool, leading to a secret room!

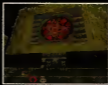


**Secret Two:** Go through the Gold Key Door and around the hallway until you reach a ramp. Walk up to the top of the ramp and then jump, headbutting the light fitting above. A wall drops down next to you, leading to a Quad Damage and 100 Health!



### E4M2: The Tower of Despair:

**Secret One:** Drop down the shaft and shoot the main window. This reveals a dagger directly underneath - press this to open the cages in the corners of the room, giving you a double-borell shotgun!



**Secret Two:** Once you've activated the switch the open the floodgates and gone through the unblocked passage, you end up on a balcony overlooking the Slig gate exit. Now go back to the entrance to this room and look above it - there's a red Quake symbol! Shoot it to reveal a Slig gate taking you back to the Gold Key Door.



**Secret Two:** Leave the first room and follow the passage right. This takes you to a dead-end... but the far wall can be shot revealing a Ring of Shadows and some health!



**Secret Two:** Stay in the room with the Ring of Shadows and wait for the door to close. This reveals a dagger on the wall. Press it then leave the room. There should be a hole in the floor around the corner leading to TWO green armour warp. You need to jump at the first to get it before you warp out.



**Secret Four:** When you reach the big open area with another window and a platform suspended in front of some wooden beams, jump onto the beams and scale them until you enter a small passage. Follow it to the end and you'll see a beam with a two health below. Drop onto it.



**Secret Five:** Go back to the room with the window and wooden beams, scale the beams and jump onto the suspended platform. Shoot the window to open it and jump through. Follow the passage to the end but don't activate the dagger. Instead, shoot the wall behind the health to the right to reveal another secret room!



### **E4M3: The Elven Cold Shrine**

**Secret One:** Once you've destroyed all the zombies in the graveyard, take the warp out. Kill the Scrag, ride the elevator up and then walk through the windows directly ahead of you. Inside is perhaps the coolest secret of all - a special Denk and Scuz Quake comic! Once the level is complete, access the main menu with the START button and the comic is yours!



**Secret Ten:** From the ledge turn left and go through the portal. You'll find yourself walking along some very long stone corridors (with no windows). Eventually you'll find a brown glowing switch on the wall. Push it and the floor drops, revealing all manner of goodies. Press the newly revealed switch to activate the secret.



**Secret Thirteen:** Leading directly on from the last secret, back off the lift just as you press the button. The lift rises without you, revealing a warp leading to some health, ammo and a 400 Red Armour! Not bad eh?



### **E4M4: The Palace of Hates**

**Secret One:** When you enter the large room after the first camp, take a left and check out the centre structure. Above the doorway is a symbol. Blast it to open a secret cache directly behind you, which has a Pentagram of Protection!



**Secret Two:** The pool of water inside the centre structure is a pool of healing. Just entering it activates a secret. So do so.



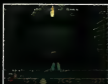


## PLAYERS GUIDE

**Secret Three:** Climb the stairs behind the healing pool and go down the dark corridor. Keep your eyes for a corridor to the right though. Enter it and you'll find that there's a lift below you. Back off it and allow it to rise, then go into the resulting hole, which leads to a 100 Red Armour.



**Secret Four:** Ride the lift described in the last secret and then take a right and follow the hall all the way round - take the first right you find. Now cross the ramp, and go right, following the hall right to the end. The walls will lower and there'll be a lift on the left leading to a Quad Damage and a warp out!



**Secret Five:** When you get to the Silver Key, you'll notice a warp next to it which you can't jump into (it's just a bit too high). The secret here is to position yourself under the warp, point down as far as you can and fire a grenade. Now right at the same time as the grenade explodes, jump. The extra power sends you flying into a secret area with a King of Shadows!

### E4M5: Hell's Atrium

**Secret One:** Once through the Gold Key Door, press the button on the floor. Get on the resulting lift, turn around and shoot the red Quake symbol. A badge rises, allowing you access to tons of health, a 100 Health Box and a Quad Damage as well! A goodie bonanza no less.



**Secret Two:** In roughly the same area there's a perforator surrounded by zombies. On the wall to the left is a window that's darker than the others. Shoot it and the wall adjacent opens, revealing some ammo and a Ring of Shadows (which comes in handy).



**Secret Three:** After dropping down into the new area, wander about until you find the lighting gun - enter the adjacent stone passage and explore this area until you come to an area of plain glass windows with a switch in the middle. Press the switch and walk into the alcove the window ahead of you has revealed. Shoot the red wall and ride the lift up. Inside the silver pool is a Yellow Armour and a



**Secret Four:** Use the route in Secret Three to get onto the ledges above the stone area. Leap around the ledges for a while and eventually you should chance upon a stone passage leading to the rafters above the wooden area. Aside from a little ammo, there's little in the way of goodies though.



**Secret Five:** Get the Silver Key and go back to the area of the level with the Silver lock (it's on the floor). DON'T press it! Instead leap onto the pillars in the lava and get to the other side that way. You'll find a Silver Key Door leading to the last secret level! Like the last one, there aren't any secrets there to worry about. But you do get a Rocket Launcher!

### E4M6: The Pain Maze

**Secret One:** Jump down and turn right. There are four pillars supporting the ceiling. The one nearest to you has a switch around the back that opens a wall next to the entrance to the room. This warps you to a stage far later on in the level.



**Secret Two:** From the start, jump down and enter the main room. Now take a right and go through the door and jump into the pool. Go along the passage and you can't fail to notice an exit above leading to a secret area with a Thunderbolt, blisout and rockets.



**Secret Four:** Continue onwards through the underwater passage just described. When you emerge into the main pool area, swim around to the rear of the centre structure. The green texture hides a false wall - blast it to reveal some ammo and a Pentagram of Protection.



**Secret Four and Five:** Staying on the same platform, just to the left of where the Ring of Shadows was are two blue walls which are lit up. Shoot both of these walls to reveal extra rockets. You get a secret per wall shot so don't forget to do both!



**Secret Five:** Once you have the Gold Key returns to the area mentioned in Secret Three. Ride the lift up as far as you can and then shoot the design on the ceiling. You'll notice that a beam rises allowing you access to an alcove near the top that has a 200 Red Armour in it. Wait for the beam to fall, jump onto it then shoot the design again to get to the armour!



**Secret Six:** When you reach the bridge with the red symbol in the ceiling overhead, shoot the symbol and jump into the water and press the wooden Quake button in the wall. There's a Quad Damage in the water too which comes in handy for the Vores around the corner (a bit of tactical thinking there!). Go through the Warp.



## Earth: Azure Agency

**Secret One:** You see a 200 Red Armour ahead of you and in an alcove to the left is a Quad Damage. Collect the Quad and you fall into some harmful slime. Avoid the first Sliggate and go around the corner and through another. You're warped into the Red Armour area. Flip the switch on the wall to stock up on ammo!



**Secret Seven:** The warp on Secret Six leads back to where you jumped into the water. Retrace your steps to the red-walled area and you'll find that one of the dead-ends has opened up, revealing some ammo.

**Secret Eight:** When you reach the Silver Key room with the cross-shaped platforms on water, jump into the water and go under the right ramp. Shoot the wall to reveal a warp leading to the 100 Health box talked about in Secret Three!



**Secret Two:** Once you have the Red Armour jump out, turn left and go forwards, taking the stairs to the left. Follow the passage, going down two flights of stairs (the second has a Vore on the platform above). Ahead of you should be red Quake symbol behind some stairs. Shoot the symbol and slay on the stairs - which now lead to a Ring of Shadows!



**Secret Nine:** Go back to the Silver Key room and repeat the same process used in Secret Eight, only this time favouring the wall on the far ramp ahead of you. Collect those rockets!



**Secret Three:** On the platform where you got the Ring of Shadows, shoot the symbol directly below the 100 Health box. A door to the right opens with a Quad Damage (and a Vore!) inside! Blast the mather away and collect that Quad. There's a Shambler around the corner where you shot the Red Quake Symbol.



## Shub Niggurath's Pit:

**Secret One:** Work your way around the path that surrounds the lava pool with Shub Niggurath in the centre. Instead of going through the Sliggate at the end, look down over the ledge. You'll see a path you can drop down to, which leads to a small room with a Quad Damage. A shame you've killed just about everything by the time you reach it. Oh well.



# COIN-OPERATED

By the time you read this, both the ATEI and AOU shows will have taken place and we'll be ogling over screen shots of the hottest arcade games due in 1998! With so many cool coin-ops on the horizon, the quality of future console conversions looks promising indeed. MATT YEO reports.

**H**eld at London's Earl's Court from January 27-29, the ATEI show is traditionally the premier UK event for coin-op companies wishing to display their forthcoming machines. While Japanese shows are always flashy and feature more games, the ATEI is earning a name for itself as a respected European event. In fact it was apparent that this year's show had a little more clout than usual by the number of previously unseen coin-ops making their world premieres. Many of these had never been seen by the Japanese press - yet another feather in the ATEI's cap.

## SEGA SHINES

Chief among these were a couple of stunning sequels, *Sega Rally* and *Time Crisis 2* (see pages 94-95), both of which drew huge crowds for the show's full three day onslaught. While Sega were obviously proud of their latest racing achievement, there were a handful of other amazing titles dotted around their stand. We've already mentioned *Harley Davidson & LA Riders* in these pages, but our first actual hands-on



playtest was a blast. There we were, bombing around Hollywood Boulevard on one souped-up bike, checking out the realistic Model 3 scenery and having four player link-up races. Brilliant stuff! Also worthy of mention at Sega's stand were *Get Bass*, the massive *Lost World* arcade theatre, *Motor Raid* and *Le Man 24*.



## NUFF RESPECT, NAMCO!

Not to be outdone by its chief competitor, Namco occupied a sizable chunk of the show floor with a number of outstanding machines on display. *Time*



▲ Both *Get Bass* and *Lost World Special* were at the ATEI.



*Crisis 2* was the surprise hit of the event, but we also got our feet wet with the hilarious *Rapid River*, paddling our arses off and working up a real sweat. *Downhill Bikers* also gave us much amusement as he pumped his buns up and down on the full size BMX peripheral. *Ehrgenz* has been developed in collaboration with the legendary Squaresoft and as such features new twists on the beat 'em up genre, delivering a stunning 3D fighting game that even



▲ Sega provided visitors with some of the best thrills thanks to souped-up *Harley Davidson* and *Sega Rally 2* cabinets!



▲ The Master takes on all-comers at *Metal vs Capcom*.



puts Namco's own Tekken 3 to shame. On the sports side, *Libero Grande* is a soccer game where you control only one player on a complete side. You can't control the other players, but you choose when they should pass to you, and when they get the ball.

#### BEST OF THE REST

While the big boys diked it, smaller coin-op companies delivered more decent titles with Konami unswerving *Fighting Wu-Shu* for the first time in the UK, although the game still doesn't appear to have the long-term playability of *Virtua Fighter 3*. Their second Cobra board title, *Racing Jam*, failed to attract much attention, although we did see a Konami rep checking out *Sega Rally 2* - possibly looking for inspiration. Nick had a laugh with *Hip Hop Mania*, mixing



▲ Midway's *Off Road Challenge* failed to impress.



tracks using twin turntables while using clichéd DJ phrases like "check it!" and "wicked!" Midway had an embarrassing line-up, including *Off Road Challenge* and *NFL Blitz*, and Capcom unleashed the awesome *Marvel vs Capcom* (see page 95) and the quirky 3D beat 'em up, *Rival Schools*.

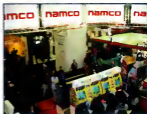
On the downside, Sega failed to deliver even a partially complete *Virtual On Oratorio* program, no one beat Rich at *Marvel vs Capcom* and Lee stayed away from the booze yet again. Not a bad show



▲ DJ Nick mixes it big time with the *Love* crew. Massive!



around and next year should be even hotter! For more cool arcade coverage, make sure you check out our AOU Show feature on pages 14-17.



▲ Oh, that's the SSM crew down there! Give us a wave hold!

## SEGA RALLY 2

BY	AM ANNEX
BOARD	MODEL 3
TYPE	DRIVING
COMPLETE	80%



▲ Check out the details such as crowds and billboards.



impressed. The crowd, for example, respond to your every movement, leaping out of harm's way if the cars get too close. Then there are the incredible real-time reflections on the windows and bodywork of each vehicle and vastly improved mud-slinging effects off the rear wheels. It's all very impressive.

Of course, the version we played was only 80% complete and AM Annex are planning to include plenty more features before the game is released. Flashing cameras and changing weather effects are strongly rumored to be making it into the finished game, but this is just speculation at this point. In any case, we can't wait for the final product and strongly urge all our readers to give it a test drive.

The most popular game to appear at the recent ATEI Show was the long-awaited Sega Rally 2. After exhaustive playing and eventually finishing the 80% complete version on display, any reservations as to the quality of AM Annex's sequel were quickly dispelled.

Instead of attempting anything radically different with Sega Rally 2, AM Annex have built upon the basic gameplay elements of the original coin-op to produce an ultra-realistic driving experience. For starters, there's a much greater variety of vehicles to choose from in the sequel (at least eight that we know of), including the original Lancia Delta and

Toyota Celica. There's also a decent smattering of new circuits to whiz around, from the Monaco-inspired Riviera coast to the dusty Desert track. Not to mention a GTII Club-style hand brake for some of the more challenging hairpin bends.

But what you really want to know is how it plays, right? Well, quite simply there's nothing like it out there at the moment. AM Annex have managed to successfully create an incredibly realistic driving experience. The feeling of being there in the thick of things is superb, heightened by the incredible steering feedback from the different road surfaces, awesome rumbling seats and realistic physics of each of the real-life vehicles. Trust us - it'll blow you away!

On the visual side, the Model 3-powered Sega Rally 2 doesn't disappoint. Each of the superbly crafted circuits feature incredible near-as-damn-it photo-realistic environments, but it's AM Annex's meticulous attention to detail which really



▲ The winter track is now in and looking very cool!



▲ The Riviera circuit is supposed to be the best track in the game, but we hear mottlings of gun or more hidden courses!



▲ The headlights side in tight turns and cornering.



## MARVEL VS CAPCOM

BY	CAPCOM
BOARD	CP-SYSTEM 11
TYPE	2D BEAT 'EM UP
COMPLETE	100%

The ATEI Show witnessed the official UK unveiling of the latest comic Capcom brawler: *Marvel vs Capcom*. It has to be said that a great many hopes were pinned on the quality of this game after the huge lack of ideas shown in its predecessor, *Marvel Super Heroes vs Street Fighter*, which was essentially a (small) upgrade to *X-Men vs Street Fighter*. The good news is that Capcom's fans haven't been let down: *Marvel vs Capcom* is a return to form for the Japanese arcade giant, with a huge amount of new characters gleaned from Capcom's past, including



Strider Hiryu, MegaMan, Captain Commando and Jin (from *Cyberbots*). *Marvel* fans benefit from an awesome Daikōshikensque rendition of *Venom*, Spider-Man's arch-nemesis

Gameplay-wise, there's little to surprise you: The *Marvel* engine has been jazzed up slightly with the addition of support characters (press medium punch and lock together to activate them) plus there are also extra moves for some of the established fighters, but other than that, it's business as usual - just sit back and enjoy the intense combat. Unbelievably, Capcom has managed to improve on the graphics over *Marvel Super Heroes*. All of the characters' super



moves benefit from greatly improved graphics. The end boss is cool as well. This time Capcom have opted for uber-mame Onslaught, star of the all-Marvel Comics crossover last year that resulted in the destruction of the Avengers and the Fantastic Four. The only real downside to *Marvel vs Capcom* [and it is a small one] is the inclusion of *War Machine* as a "new character". Basically, he's just Iron Man with a paint job. Other than that minor disappointment, *Marvel vs Capcom* was a definite winner... and just about the only non-dedicated cabinet arcade game at the ATEI that was worth bothering with.



## TIME CRISIS 2

BY	NAMCO
BOARD	SYSTEM 22
TYPE	LIGHTGUN SHOOTER
COMPLETE	80%

From out of nowhere came Namco's show-stealing shoot 'em up sequel, *Time Crisis 2*. With UK shows rarely receiving new titles before they debut in Japan, the first public unveiling of their lightgun extravaganza was met with much excitement. Arcade fans will remember that the original game caused a bit of stir with its unique combination of System 22 powered polygon visuals, fast-paced action and foot pedal activated ducking feature. They say "if ain't broken, don't fix it" and that phrase certainly rings true with *Time Crisis 2*. The game now boasts an amazing cooperative two players option (although you can opt for a single player mode) allowing some cool laden cabinet action.

Both players work together to help each other through terrorist-packed stages, armed with acrobatic



guns and their own individual ducking pedals. However, instead of simply taking the same routes, players help each other out from different firing positions. For instance, at a deserted train yard, one player hides behind crates taking enemy fire while their partner nips up a flight of stairs to sneakily pick off the bad guys! Other highlights include a thrilling boat chase, powerful weapons such as a machine gun and huge bosses



# COIN-OPERATED EXTRA

It's been a few months since we've printed any Coin-Operated cheats, but this month we're presented a handful of the coolest arcade secrets around. Sega's Model 3 games certainly look fantastic, but did you know that many of them contain nifty hidden goodies? Thought not. WARREN HARROD tested 'em all out so blame him if they don't work.

## LE MANS 24

### FLYING UFO

Beat each course record and get a time quicker than Softy Circuit (0 min, 15 sec) or City Circuit (0 min, 8 sec). As your record time appears, a UFO will fly across the sky in the distance. It's quick so you'll need to keep an eye out for it. This is rock hard to get because of the tough time required. Only mega racers are gonna pull off this one!

### RACE QUEEN'S KNICKERS

Complete the endurance race and the S or SS Ranking screen appears as well as a couple of race queen beauties. You can now control the camera! The controls are as follows: accelerator = zoom in, brake = zoom out, steering wheel = rotate camera horizontally. If you get on to the SS rank screen then the gear stick rotates the camera vertically. The



allows you to point the camera right up the race queen's dress and look at her knickers. By the way, they're white!

### DRIVE A PORSCHE 917K

Complete the 24 hour endurance course then you can race against the Porsche 917K on the extra track. However, to actually drive this four-wheeled fantasy car follow these instructions. On the car select screen, turn the steering wheel all the way to the left, then simultaneously press View Point Button 1, View Point Button 2 and the brake. Now press the Accelerator Pedal. Voila, the Porsche is all yours!

### CHANGE CAR COLOUR

Each car in the race actually has more than one selectable colour. Follow these tips, folks. When selecting your car, simultaneously press the Start Button, View Point Button 1 and press the Accelerator Pedal.



▲ Hey, what a surprise... you can play as Sonic in a Sega game! Don't let anyone tell you otherwise in dead.



### SONIC BUGGY and POCHI POCHI BUGGY

You can get to drive a neat off road buggy as either Sonic or a mysterious dog! It's not very fast (basically the same performance as the Mazda J878) but it's still worth a laugh. Here's how. On the car select screen, turn the steering all the way to the left while simultaneously pressing the View Point Button 1, the brake and the Accelerator Pedal. You start off as Sonic, but if you go into the pits your driver changes into a dog!

### LOST WORLD DIRECTOR

Mr Shinichi Ogasawara, the director of the Lost World arcade game, appears in his alter-ego disguise of Steven Spielberg in the pit stop! When driving the Sonic or Pochi Pochi Buggy into the Pit Stop, the Team Manager who appears in the bottom left-hand corner turns into the legendary "Steven Ogasawara"! Okay, it's a bit lame, but still fun.



▲ Sonic hangs up his boots for some buggy business.



## VIRTUA STRIKER 2



▲ We have no idea what this creature is supposed to be.

### TEAM MVP YUKI-CHAN

Bored with the same old team's in Sega's smart soccer sensation? Fear not, AMa have hidden a top secret squad within and they include some of the strangest players we've ever seen. Your team consists of the following crazy members: five Mexican Maracas players, two Eskimos, a Giant Stoat, a Snowman, a Turtle

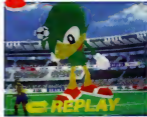


Goal Keeper and a Microscopic Elf (form that lives beneath the arctic poles, but has been magnified millions of times!)

Here's how to get this super team: (1) Go to the Team Select Screen (2) Press the Start Button and joystick in the following combination: Down-Right, Start, Down, Left, Start, Right, Start, Right, Down-Left, Start, Down, Start, Start, Start (3) If you hear a voice say "CHALLENGER COMES!" then you've done it correctly (4) Now choose the Russian Team



▲ Give the bizarre animal team a whirl... they're crazy!



▲ Fresh from Fighters Megaplex comes the wacky Beak!

## MOTOR RAID

### EXTRA COURSE

Usually this secret course can only be obtained by completing all the other tracks in first place. However, this little cheat gets you there a lot faster. First of all, go to the course select screen in the practice mode. Note that you can't do this in the Battle Play mode. Choosing YENDAS, enter the following attack commands: #KPKPKPKK. As you expect this final course is rock-hard so be warned. Also look out for the giant Sonic called Segal!

### SPECIAL WEAPONS

These two new weapons are normally only available when racing on the special extra course. But



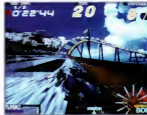
▲ Not played Motor Raid yet... what are you waiting for?



with this sneaky little command you can use them anywhere. First of all go to the weapon select screen. Enter the code KKKPKPKPK to gain a Paper Fan Bat. This is made from paper that's been folded into the shape of a Japanese fan. It's held at one end and swung like a bat.

To collect a Piko Piko Hammer, enter the code PKPKPKPKK. This weapon is made from light-weight corrugated plastic and is nearly the size of your body!

As you've probably guessed these are not weapons of mass destruction, but are instead comical substitutes. You know if the cheat has been successful because you can hear the sound of the weapon on the character select screen.



▲ Find the wacky weapon in Motor Raid with this cheat!

and finally...

# Chun-Li

CAPCOM'S KICK-ASS DETECTIVE!

**S**treet Fighter 2 was the first videogames phenomenon of the nineties, so it figures that Chun Li was the premiere "chick" of the 16-bit age. But Capcom aren't one to let a good thing die, and all the Street Fighters, including our Chunners, have successfully made the transition to the next generation.

Now then, Chun Li has always benefited from what you might call an athletic, though "top-heavy" figure, but in recent times the girl's breasts have ballooned in size. Take a look at the pic to the right... it's just not natural is it?

In the last couple of years, Capcom have fiddled with her fighting techniques too. Clearly, with balloons like that, the old spinning bird kick just wouldn't be aerodynamically sound. It would also inflict a couple of black eyes on the poor girl if she isn't careful. But what next for the lady whose name is literally translated as:

"beautiful spring"? Word is that Capcom have an agreement with Sega for use of the Model 3 technology. Forget Street Fighter EX (aka "Cereal Box Edition" owing to the bloody nature of the fighters), with Sega's expertise, Chun-Li, Cammy and the others will look awesome! Oh yes...



Ken gets an eyeful... before he gets a facial of foot!



Chun-Li's got balls, vast, painful, plasma ones.



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FACE-WASH  
BY PRO-  
VIDING AN  
INTEGRAL  
"SPOT-  
STOP" FORMULA FOR  
KILLING THE  
BACTERIA THAT  
LEAD TO  
UNWANTED  
ZITS.

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YOU'D NEVER  
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